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MAY
No. 51
1999

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- **R4: RIDGE RACER TYPE 4**
- **NEED FOR SPEED: HIGH STAKES**
- **BEETLE ADVENTURE RACING**
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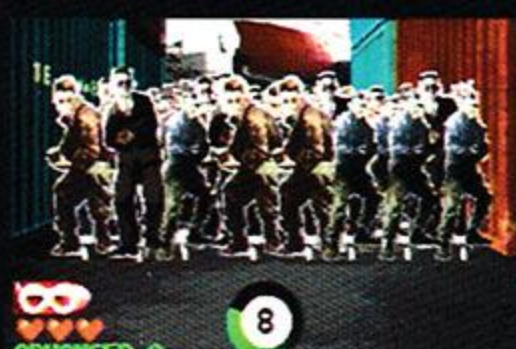
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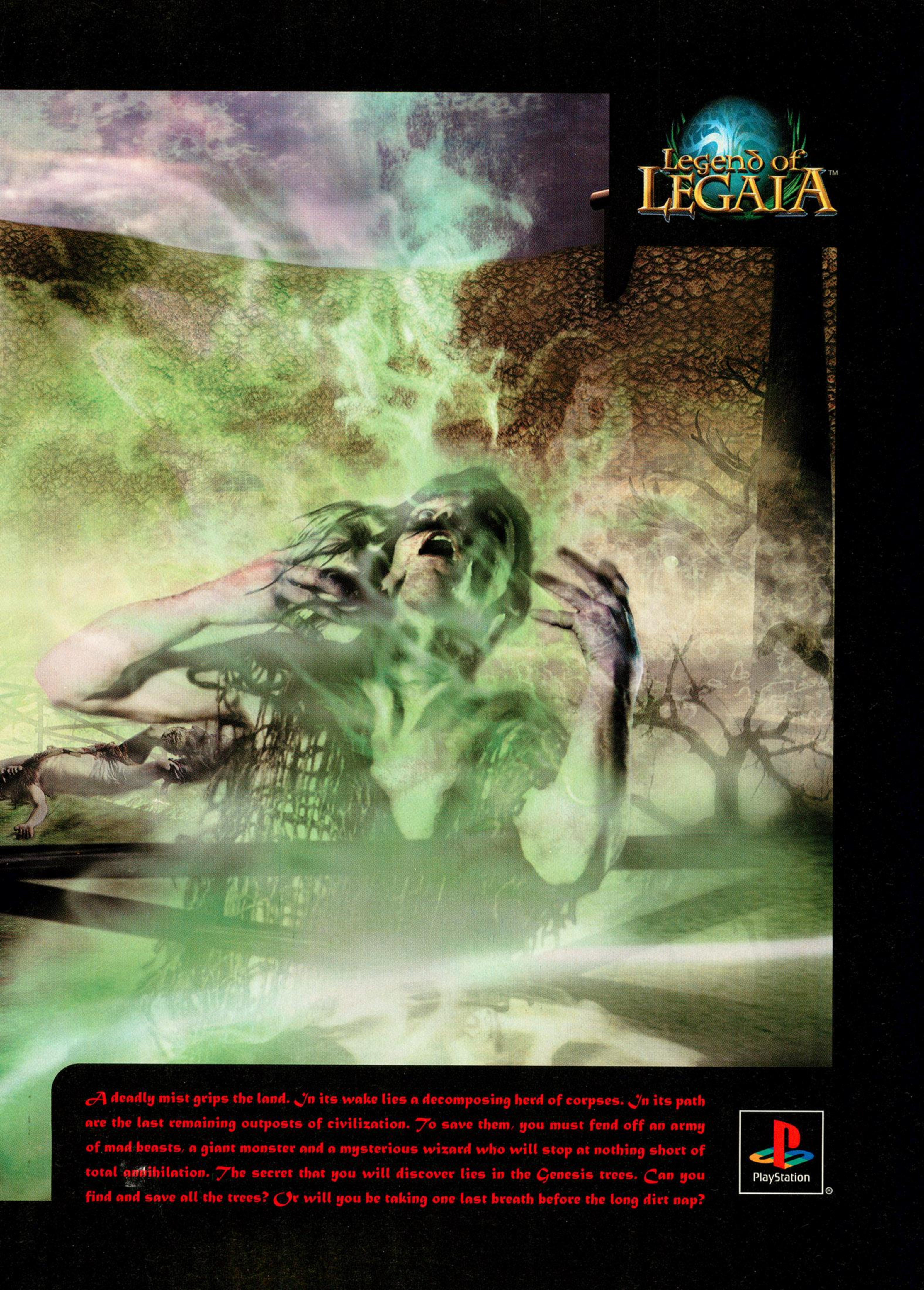
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COMING JULY 14, 1999

ジ・エ COCOON

STORY OF THE TAMAMAYU












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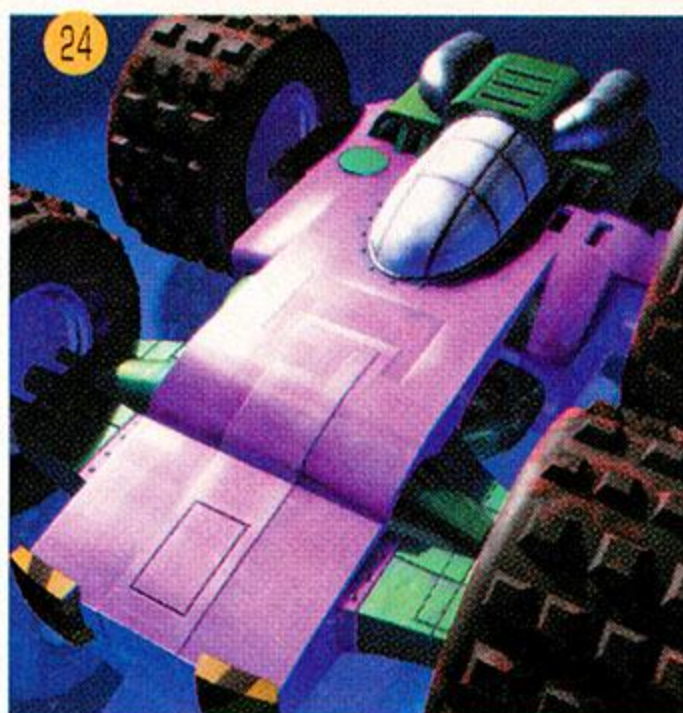
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TIPS & TRICKS



MAY 1999

ON THE COVER:

Our special racing issue features four killer racing games and one red-hot spokesmodel, Reiko Nagase from the Ridge Racer series. R4: Ridge Racer Type 4™ ©1998 Namco Ltd. All rights reserved.

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QUOTE OF THE MONTH:

I lost my dojo...but the dojo remains in my mind. It even has a casino!

—Chop Chop Master Onion



Arcade Hi Scores

98



Select Games

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Japan Report!

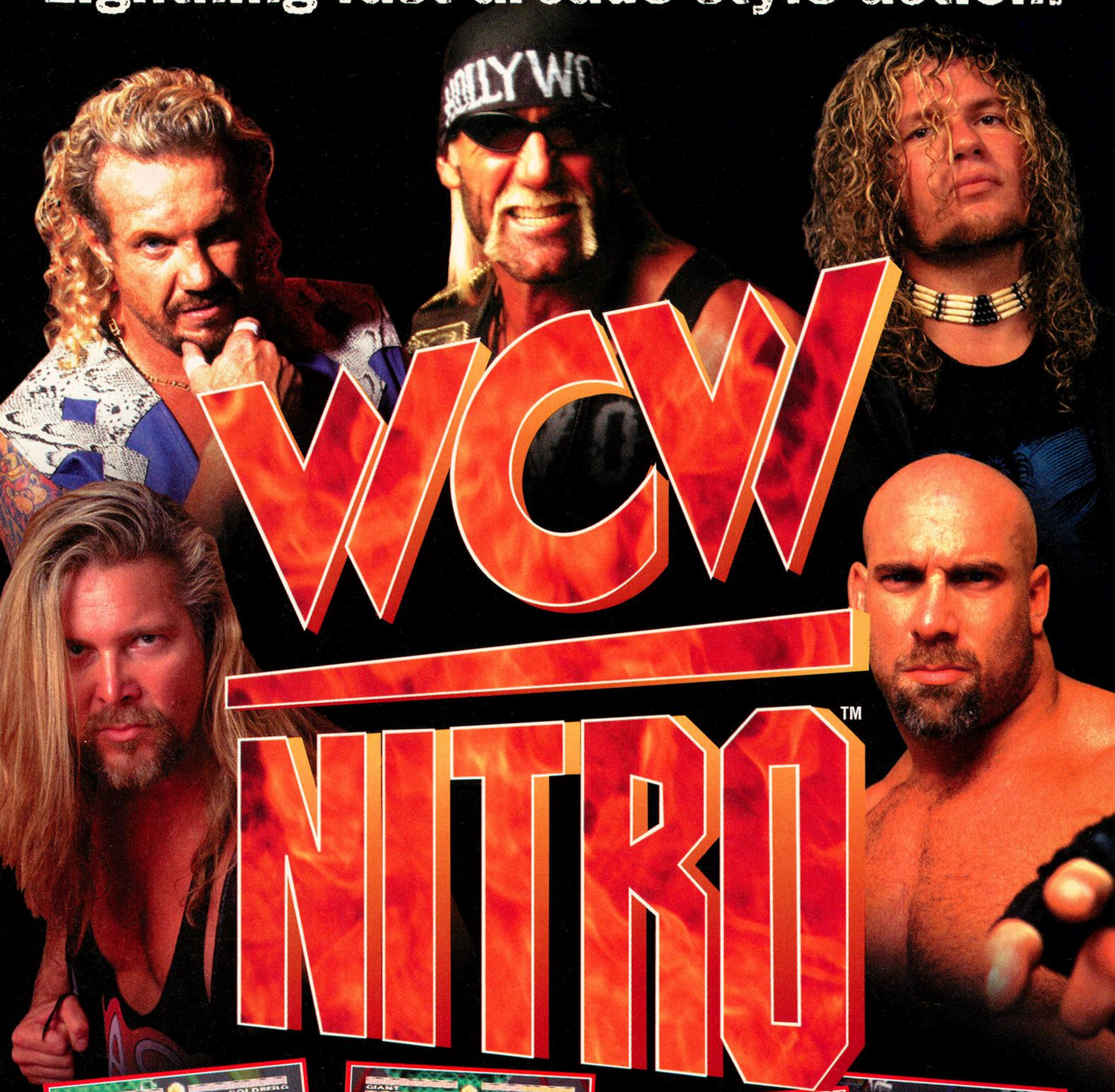
110



Cool Zone

112

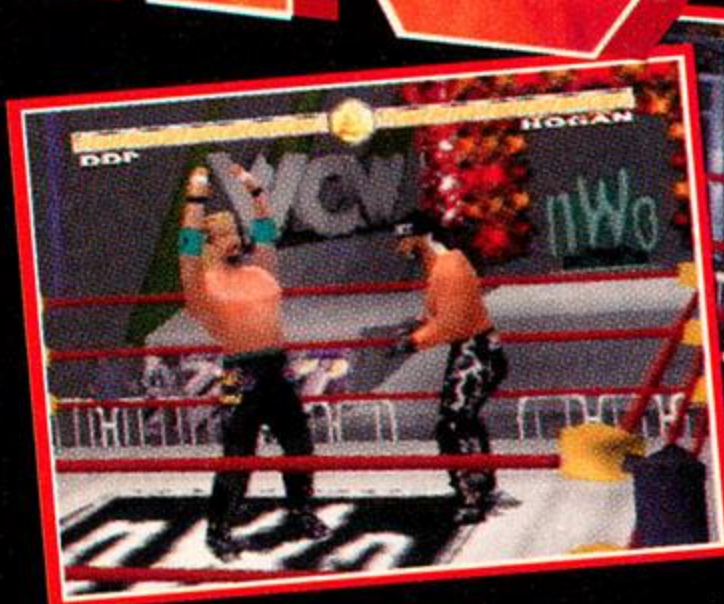
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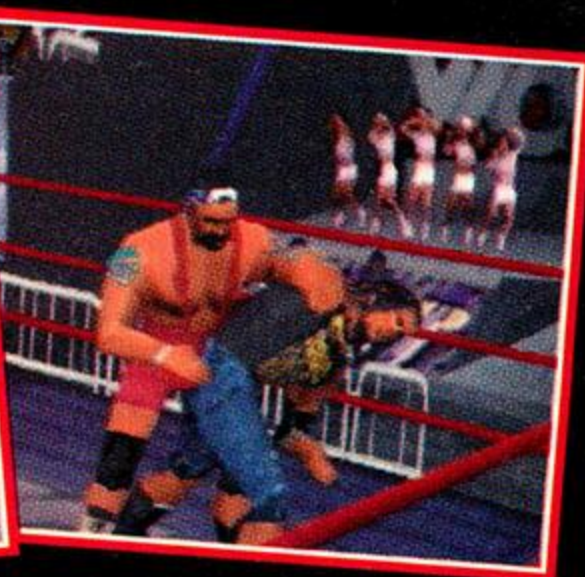
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Editor in Chief **Chris Bieniek** considers himself to be superstitious, but only to the extent at which similar conclusions could be drawn using common sense. For example, there are perfectly good reasons why he doesn't go around breaking mirrors and walking under ladders, but they have nothing to do with the paranormal.

Current Favorite Games: Pepsiman, Omega Boost, GunPey, Um Jammer Lammy



Executive Editor **Jim Loftus**' favorite cable TV channel is the Game Show Network; he enjoys the crazy fashions and hairstyles of staples like *Password* and *Match Game '76*. Jim actually appeared as a contestant on *The Price is Right* during the '80s, but he refuses to show his videotaped copy of this appearance to his coworkers.

Current Favorite Games: Driver, Need for Speed: High Stakes, Evil Zone, Power Stone



If there's any character in the Marvel Comics universe that closely resembles *TIPS & TRICKS* Senior Editor **Tyrone Rodriguez**, it's Hank McCoy, better known as the Beast of the original X-Men. Like the Beast, Tyrone is a voracious reader; he's witty, hyper-intelligent, tremendously strong and agile. He also has blue hair.

Current Favorite Games: The House of the Dead 2, Silent Scope, Guitar Freaks, Pocket Zero



The lifelong dream of Associate Editor **Anatole Brown** is to pilot a small yacht off the western shore of the island of St. Lawrence in the Bering Strait; his plans include zig-zagging back and forth across the International Date Line, shouting "Sunday! Monday! Sunday! Monday!" to any passengers who are willing to listen.

Current Favorite Games: NBA Live 99, Xevious, Driver, Hello Kitty Cube de Cute



Associate Editor **Jason Wilson** thinks it would be fun to have webbed toes like Dan Aykroyd, but wouldn't enjoy having webbed hands like Patrick Duffy of *The Man from Atlantis*. Jason has a fake "broken arm in a sling" prop just like the one that Benny Hill wore when he would sneakily pinch strangers' butts in public places.

Current Favorite Games: Street Fighter III: 3rd Strike, Gradius II, Tetris, Street Fighter Alpha 3



Art Director **Ione Flores** likes to collect all kinds of *Hello Kitty* merchandise, but she's primarily interested in dark, moody characters like Badtz Maru and Chococat. She's fascinated by the conflict that results from the happy, funny Sanrio world having been infiltrated by these relatively surly creatures.

Current Favorite Games: Hello Kitty Cube de Cute, Tomba!, Bust-A-Move '99, Q*Bert



When **Ara Shirinian** flies, he flies up there forever. When Ara Shirinian flies, he flies through any weather. When Ara Shirinian loves, he loves all of the children; he never lets them cry as he sails to the sky to save us from what kills us and to make us love.

Current Favorite Games: Ridge Racer Type 4, Point Blank 2, Pocket MuuMuu, Armadillo Racing



Pat Reynolds has spent 22 years trying to figure out how it would be possible for the Millennium Falcon to make the Kessel Run in less than 12 parsecs. His latest theory is derived from an outrageous scenario in which the Falcon uses Earth's vegetables as a source of fuel and that Han Solo really meant to say "parsnips."

Current Favorite Games: Capcom Generations 6, Armored Core: Masters of Arena, Rockman Battle & Chase



Want to see something really funny? The next time you're in an Arizona arcade, playing a *Street Fighter* game against **Geoff Arnold**, pick Dhalsim and repeatedly perform his Jab Noogie. Geoff is such a huge fan of this move that he will actually take his hands off the controls and do a funny little dance every time you do this.

Current Favorite Games: Street Fighter Alpha 3, Street Fighter III: 2nd Impact, Super Street Fighter II Turbo, Dr. Chaos

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We can't respond to individual letters, but if you invite us over for dinner, we just might stop by to say hello...

EAGLE EYE

In the March issue you had a strategy guide for *Syphon Filter*, and I was excited to see that in 15 of the 48 pictures (I counted) you had 99 bullets. Plus, in the Georgia Street pictures, the person playing the game had 99 grenade rounds for the M-79! Now, I don't think you can get the M-79 on Georgia Street, let alone having it hold 99 rounds. There are about 14 other pictures that show 99 rounds for that particular gun. Either this is a major coincidence, or there is a code or something. Thanks for your time.

—Trevor Kuhlman
Boise, ID

We're busted! If you picked up our April issue, you would have seen the "Super Ammo" code that we were using when we took those pictures; it gives you all of the game's weapons and maximum ammo for each. If you missed it, check out this issue's PlayStation Tips section starting on page 78. We're actually very pleased that you noticed those photos; it's always great to hear that people are paying such close attention to the work that we do every month.



IMPORT-ANT

I have two questions for you video game geniuses. The first one is: If I'm playing an import game, will my Game Shark codes work for it? The second question is: Will regular old codes work on import games?

—Andrew Ruiz
San Leandro, CA

When you say "regular old codes," we assume that you're referring to button codes and passwords like the ones in our tip collections starting on page 70. The answer to both questions is "maybe." Some button cheats and Game Shark codes may work on all copies of a game, no matter what country they're from. However, there are a lot of factors working against you. In the case of the Game Shark, those codes are temporarily modifying the game program and/or system RAM in order to give you infinite lives or whatever. If a game is changed in any way for its release in a different country, it's impossible to predict how those changes might affect the memory locations where certain game parameters are stored. If those locations shift—even by just one byte—the Game Shark codes can be rendered useless.

The more traditional button-pressing codes are not usually disabled by accident when a game is released in a different country, but they are often changed or eliminated intentionally. Some examples include the "play as Juggernaut" code in the Saturn version of *X-Men: Children of the Atom* or the cheats that unlock all of the bonus games in *Motor Toon Grand Prix*. Some games may even have secrets added to them after they have appeared in the country of their original release; overseas versions of *Mortal Kombat* (Super NES), *Crash Bandicoot 2* and *Batman Forever* (PlayStation) all have secret features that do not exist in their North American counterparts.

TRES PREGUNTAS

I was wondering if you could answer some questions that I have had for a long time.

1) I heard that you can browse the Internet with a Sega Saturn, but when I talked to some kids at school, they said that you can't. Is it true?

2) Are you able to play DVD movies on the PlayStation? If you could, wouldn't it rock?

3) Is there a game called *Off-Road Racing* on any home system?

—Matthew Serratore
Reno, NV



1) It's true:

Sega sold a "NetLink" modem peripheral for the Saturn that did indeed allow you to surf the 'net. It was available with a complete Saturn system set-up, or you could buy the modem unit separately if you already owned a Saturn. You could also use the modem to play certain multiplayer Saturn games over the phone lines!

2) No, but Sony recently announced technical details about the next generation of PlayStation hardware, and the new machine is capable of reading discs in the DVD-ROM format as well as supporting the MPEG2 standard used by current DVD movies. The company has not explicitly stated that you will be able to watch off-the-shelf DVD titles on the system, but all of the puzzle pieces seem to be in place...and yeah, that WOULD rock.

3) There are lots of cool off-road racing games for various systems; the most recent are *Midway's Off-Road Challenge* for the Nintendo 64 and *Accolade's Test Drive Off-Road 2* for the PlayStation.

TOKEN OF THE MONTH



Front



Back

This month's token comes from Funtasia in Gatlinburg, Tennessee; it was sent in by Dave Brown, who lives in Richmond, Virginia. Thanks, Dave!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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Here it is, finally: the fourth installment of my favorite racing game series. Not surprisingly, the folks at Namco have demonstrated once again that they know how to make incredible games that are both playable and believable at once. There is a lot of ground to cover here, so I'm going to spare you the usual theatrics. On with the strategy!

Special thanks to Anatole Brown and Mark Evereklian

R4 supports both the neGcon and Namco's new Jogcon controller in addition to the standard digital pad. As with the previous games in the *Ridge Racer* series, using an analog controller gives you a big advantage over digital control. NeGcon veterans may want to stick with their controllers rather than switchin

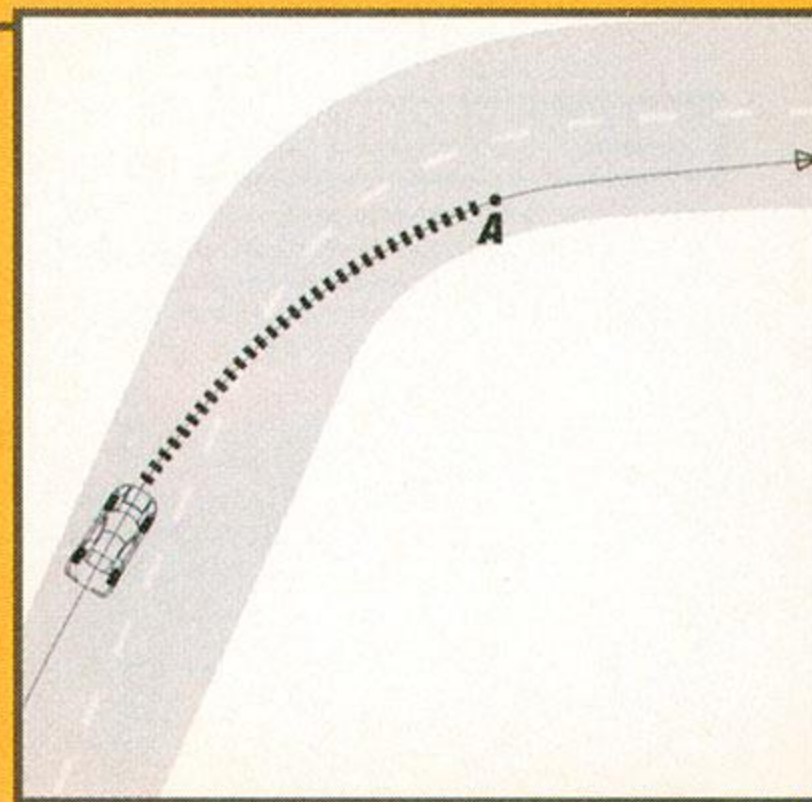


range of motion on an analog pad is too small. The result is that the player always overestimates how much to move (or twist) the control in order to turn the car by the desired amount. The car turns more than you wanted it to, so you steer in the other direction to compensate. But you overestimate that steering as well and you have to steer in the opposite

direction yet again, over and over, until you find yourself zig-zagging across the track. Before you know it, Mr. T is right behind you, yelling "I pity the fool!" If you experience this, your controller set-up is too sensitive. My preferred configuration for the neGcon is as follows: Steering Play=5mm, Max Rotation=135 degrees. I also like to assign the gas and brake to the digital buttons, which allows you to coordinate presses between the two much faster. Your mileage may vary with this configuration, but if you're having trouble you might want to try it out.

The most basic and important thing to know when it comes to cornering is the racing line. This is an imaginary line around the track which, if you follow it, is the fastest way around all the curves and hairpins. The main idea is this: The less sharply you turn, the faster you can go. You want to maximize your speed and minimize your turning. You are effectively making the turn wider than it really is when you follow the racing line, allowing you to drive through it faster. For simple turns, this is how you do it: Suppose we are coming up on a right turn. You car should initially be positioned on the left side of the track. As you approach the turn, steer so that your car is on the right side of the track by the time you reach the apex, or center point of the turn on the inside (see the point marked "A" on the diagram). As you exit the turn, if your angle of entry was correct, you'll want to continue turning so your car is back on the left side of the track by the time you are fully out. If you do it smoothly, the curvature of your turn should be

greater than the curvature of the track on that turn. If you have to do any braking, do it before you hit the apex. This general principle can be applied to all kinds of turns, no matter how sharp they are. If



you only remember one thing, remember this: The way you approach a turn will determine how you get through it. All the important stuff happens before you even get near the apex of the turn. If your approach is wrong, if you are too far inside or outside or if you turn too early or late, you can totally mess up the corner and it will be impossible to correct your mistake.

Grip type cars have a special property that kicks in on turns. At any time, if your car decelerates rapidly enough for its turning rate, you will experience a heavy oversteer only for as long as you decide to continue turning. You must rely on this oversteer to efficiently drive with a Grip type car. The ideal way to corner is to sacrifice as little speed as necessary as fast as possible to get the oversteer to occur.

Depending on what kind of transmission you're using, there are either one or two ways to accomplish a Grip turn. For both automatic transmission (AT) and manual transmission (MT) cars, the simplest method is to let off the gas as you





enter the turn, then get back on it as soon as you feel the oversteer. You'll have to use your brake in order to negotiate sharper turns. You can also tap the brake just as you turn in order to get the oversteer more quickly. If you find yourself having difficulty compensating for the oversteer at the end of a turn, you may be oversteering too late, in which case your car still wants to turn even after you've cleared the corner. Alternatively, you may be underestimating the degree of oversteer when it happens and you're turning too sharply throughout the entire corner.

If you have a MT car, there is another technique you can use. This

one's not as efficient as skillfully modulating your gas, brake and gears all the time, but it makes consistent cornering much easier, so I prefer it over the general method I described earlier. Basically, you totally ignore the brake and use only the gas and your gearbox. As you approach the turn, stay on the gas the entire time and downshift rapidly either one, two or three times depending on the sharpness of the turn. As you start to oversteer, upshift as quickly as you can while keeping your RPMs sufficiently high. With this technique, the only information you really need in order to master a track is the racing line and what gear you need to be in for each turn.

Cornering with Drift Type Cars

Drift type cars behave totally differently on turns than Grip types. Overall, it is slightly more difficult to handle these cars since it's tougher to get them to behave in a consistent manner. In some respects it's easier, since drifting usually slows your car down to the point where you don't need to worry about braking, no matter what transmission you're using. On a manual transmission it also simplifies shifting, since you may only need to downshift once (rarely twice) while turning. The basic idea is to let off the gas, turn, then accelerate again. The quality of the drift depends on how much you turn in between deceleration and acceleration, and on how rapidly your speed changes. A nice technique to reliably start a drift is to let go of

the gas for a moment, then tap the brake and get back on the gas immediately afterward. To do this as quickly as possible, you should position your thumb over both the gas and brake buttons so that one of the buttons is under the top of your thumb and the other rests under the joint. This way you can press either button without having to move your thumb unnecessarily.

On occasion you'll find yourself drifting too much. If you want to get out of a drift early, you can do it by decreasing your speed a bit more. As usual, I like to downshift once or twice to accomplish this. Remember, if you're going too slowly, your car won't drift at all no matter what you do.

Starting and Shifting

There are two methods you can use to ensure that you get the fastest start possible. The first one involves timing the gas so that your RPMs are just above that which corresponds to your car's max power when the announcer yells "go!" If you start with your RPMs too low, you'll be outputting less than maximum horsepower; if your RPMs are too high, your tires will spin unnecessarily. If you're using a manual transmission, you can use the second method: First, hold the gas all the way down as the countdown begins. Let your RPMs go as high as they can. As soon as the announcer yells "go!", shift into second gear, then drive normally from there. Starting this way will allow you to go an average of 5% faster than if you started the race normally.

Transmissions

Your transmission has a big impact on how fast you can race. If you're using MT, your starts will average about 15% faster than on AT. The difference in speed is so big because AT is highly inefficient and waits far too long to shift up. Although you want to keep your RPMs up, you will really accelerate more slowly if you let them get too high. That red line on the tachometer isn't just there for decoration! In a perfect world your RPM would always be at the level that gives you your maximum power. Since this isn't technically possible, the idea of MT is for you to manipulate the gear box yourself to keep the tachometer's needle as close to that ideal RPM for as long as possible.

Grand Prix

Team and Makers

Each time you begin a Grand Prix (GP), you'll choose a team and a maker of your car. The team you choose will determine how well your car will handle. RC Micro Mouse Mappy (MMM) cars corner better than those of any other team, but they also have the slowest top speeds. Each time you increase the difficulty by choosing a harder team, you'll get faster cars at the expense of handling. On average, Pac Racing Club (PRC) cars are a little

faster than MMM and Racing Team Solvalou (RTS) cars are the fastest. The Dig Racing Team (DRT) cars fall somewhere in the middle when it comes to speed, yet they have the poorest handling. Among the car makers, all Age Solo and Terrazi cars are Grip type and all Assoluto and Lizard cars are Drift type. In general, Terrazi cars are faster than Age Solo cars and Assoluto cars are faster than Lizard cars.

Earning New Cars

While the game distinguishes between 320 different cars, there are in fact only 44 distinct models. For each model of car, there is a version with different specs for each team. What's more, there are three or four stages of some cars which the game also considers different. In all, there are twenty cars for each of the sixteen combinations of team and maker. This means that you can uniquely specify a car by its team, maker and car number (out of 20). The following table gives the correspondence between the number of the car and its stage and number of gears as well as specifying which race in the GP each is used in. These values hold true no matter which team or maker you've chosen:

Car #	Gears	Car Stage	Used in GP Race...
1	4	1	1, 2
2-5	5	2	3, 4
6-12	6	3	5, 6, 7
13-19	6	4	8
20	6	4	n/a

Note that the only exception to the above chart is the Age Solo Ecureuil, which is a Stage 4 car but has only 1 gear.

When you start a GP, you always begin with car number 1. As the above chart illustrates, at the end of the second, fourth and seventh race in the Grand Prix you'll be awarded a higher stage car. The car you get depends on how well you've performed in each race. Note that the speed of your opponents' cars will always be comparable to yours, so getting a new car that's not so fast won't put you at a disadvantage. In fact, if you do poorly but still advance, the subsequent races will actually be easier than if you got 1st place every time.

Winning the GP

When you complete the GP for the very first time, you'll be able to access all the normal and reverse courses in Time Attack mode. Extra Trial mode will also become available.

If you finish 1st in every race on a particular GP, you'll get a special trophy. Otherwise, you'll get the generic Pac-Man trophy. There are nine trophies in all. Here is a chart of which trophy you'll earn when you get 1st in all the races with each team/maker combination:

Pac-Man	Wagyan	Mappy	Valkyrie	Klonoa	Bosconian	Xevious	Druaga	Dragon Spirit
								
Default	MMM	MMM	PRC	PRC	RTS	RTS	DRT	DRT
	Age Solo	Lizard	Age Solo	Lizard	Age Solo	Lizard	Age Solo	Lizard
	Terrazi	Assoluto	Terrazi	Assoluto	Terrazi	Assoluto	Terrazi	Assoluto



If you get 1st on every race on a particular GP without continuing, you'll get the special decal that corresponds to the team you used. There are four special decals in all:



Decal # 22



Decal # 23



Decal # 24



Decal # 21

Between all 320 cars, there are some characteristics that are the same for all versions of the 44 models. The first chart is a listing of these characteristics, organized by maker and model. The second chart is a catalog of all 320 cars, organized by team and maker.

Model Listing



Promessa



Bistone



Regaro



Fatalita



Rondine



Cavaliere



Infinito



Aquila



Estasi



Squalo



Vulcano



Bonfire



Detector



Wisdom



Officer



Colleague



Comrade



Ignition



Tamer



Cataract



Reckless



Nightmare



Ambitious



Troop



Rumor



Wild Boar



Capital



Cowboy



Starlight



Decision



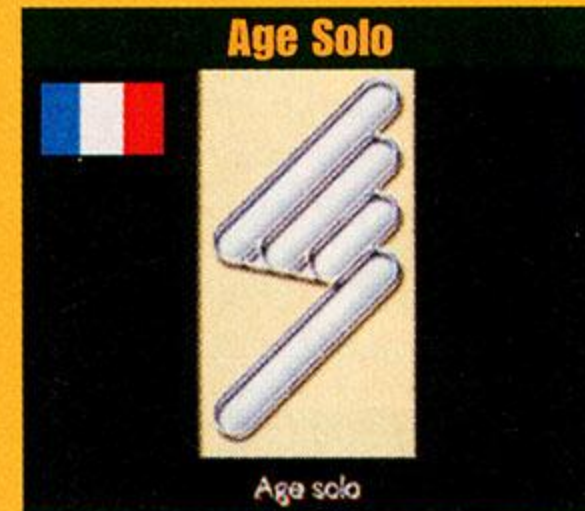
Terrific



Destroyer



Utopia



Prophetie



Dirigent



Bataille



Megere



Antilope



Averse



Espion



Licorne



Sorciere



Supernova

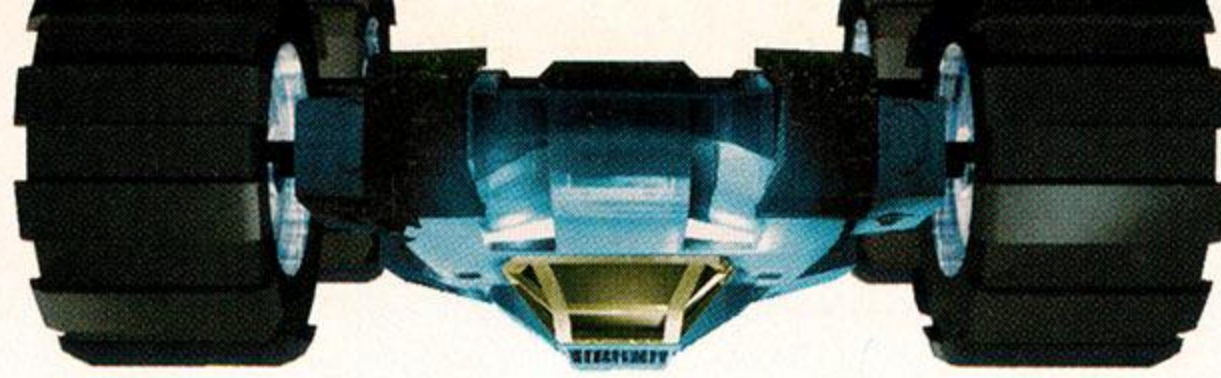


Ecureuir



Cars

"Wow, there are so many cars!" you say. "How can I possibly get them all?" Well, it's not easy. To get all 20 cars for a single combination of team and maker, you'll have to play the GP a minimum of seven times (placing differently each time), plus you'll have to win the Extra Trial (more on this later). This means that if you earn all the cars yourself, without receiving any via the PocketStation, you would have to play a minimum of 112 GPs and win all sixteen extra trials!



Driving on the ground is so 90's.

rollcage[™]

Break every law. Including gravity.



Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

Blast away at the scenery with 8 innovative weapons to slow down your opponents.

Race through 20 different tracks spread over 4 distinct environments.

2-player split-screen, head-to-head racing action with 4 specially designed tracks.

Intense "Big Beat" DJ soundtrack, featuring songs from Fatboy Slim, EZ Rollers, Aphrodite and more!

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Ridge Racer Type 4



Engine Type		Displacement	Curb Weight	Length	Width	Height
		(cc)	(lbs)	(in)	(in)	(in)
Age Solo Models						
Prophetie	Inline 4 DOHC	2,000	2,160	154.1	64.6	45.7
Dirigeant	Inline 4 OHC	2,000	1,322	154.1	66.7	45.7
Bataille	V 6 OHC	2,500	1,940	163.4	68.9	45.3
Megere	V 6 OVC	2,500	2,160	157.5	67.0	41.3
Antilope	Inline 6 OHC	4,000	2,645	173.2	66.9	46.5
Averse	V 8 OHV	3,200	1,653	169.3	75.6	41.3
Licorne	Inline 4 DOHC Turbo	3,000	1,962	160.3	78.0	41.5
Espion	Inline 6 OHC	4,500	2,359	181.1	72.8	46.5
Sorciere	V 12	6,000	2,337	191.0	77.6	43.7
Supernova	V 12	4,000	1,323	163.8	78.0	43.3
Ecureuil	Parallel 2	500	772	90.6	50.8	47.2

Terrazi Models						
Ambitious	Inline 4 DOHC Turbo	2,000	2,315	158.3	64.2	44.5
Troop	Inline 4 Turbo	2,000	2,645	165.4	70.7	46.5
Rumor	Inline 4 Turbo	2,500	2,535	161.4	68.9	44.1
Wildboar	Parallel 4 Turbo	2,000	1,279	159.4	74.0	46.3
Capital	V 6 Turbo	3,000	2,866	157.5	68.1	46.1
Cowboy	V 6	3,000	1,874	170.7	73.2	43.5
Starlight	V 8	3,000	1,212	183.1	76.8	37.8
Decision	V 10 Turbo	3,000	2,314	172.4	72.2	41.3
Terrific	V 8 Turbo	5,000	2,755	189.0	78.1	37.8
Destroyer	Super Electric Charged Twin Motor	n/a	2,094	169.3	92.5	41.7
Utopia	Jet Rocket	n/a	2,469	283.1	83.5	44.1

Lizard Models						
Bonfire	V 8	3,000	2,645	171.3	68.1	47.0
Detector	V 8	3,000	3,307	169.3	71.6	46.5
Wisdom	V 8	5,000	2,976	177.2	72.8	43.3
Officer	V 8	6,000	3,197	179.3	73.4	44.3
Colleague	V 8 Turbo	4,000	3,417	180.7	81.1	44.7
Comrade	V 10	8,000	2,976	176.0	77.6	43.3
Ignition	V 8 Turbo	6,200	2,645	186.2	75.1	40.8
Tamer	V 8 Turbo	5,000	2,535	184.3	81.1	44.7
Cataract	V 16	12,000	5,071	209.1	90.6	39.4
Reckless	V 8 Turbo	3,500	1,764	210.4	87.2	35.4
Nightmare	Heat Fusion Core	n/a	3,968	207.1	87.4	52.8

Assoluto Models						
Promessa	Inline 4 DOHC	2,500	2,425	153.5	64.4	43.7
Bisonte	V 8 OHV	3,000	2,755	152.2	70.5	46.1
Regalo	V 6 OHC Turbo	3,000	2,866	154.7	70.0	42.5
Fatalita	Inline 3 Rotary	652 x 3	2,535	165.3	70.5	44.1
Rondine	Horizontal 16	5,000	2,976	161.4	78.7	43.3
Cavaliere	V 10 DOHC Turbo	3,500	2,535	177.2	80.3	42.5
Infinito	V 10 DOHC Turbo	4,200	2,844	189.0	79.1	40.9
Aquila	Horizontal 12	6,000	2,624	184.3	79.1	38.6
Estazi	Horizontal 16	5,200	2,601	179.5	78.7	46.5
Squalo	V 10 DOHC	3,000	1,499	200.6	92.7	42.9
Vulcano	Continuous Anti-Gravity	n/a	4,431	173.2	76.8	35.0

Extra Trial

The Extra Trial is the biggest challenge R4 has to offer. The objective is to race for three laps against one of the Devil Cars (Car #20). If you win, you'll be able to keep your opponent's car! There are 16 trials in all, one for each Devil Car. The Maker and Team of the car you choose to race will determine what Devil Car you race against and on what course. The chart below details this information, along with the number of the car that I recommend using to beat the trial with. As with the normal GP, the MMM trials will be easy and the DRT trials are horrendously difficult. You'll have to be skilled at navigating the courses with very fast cars and without mistakes if you hope to win.

Team	Course	Recommended Car
Age Trial (vs. Ecureuil)		
MMM	Out of Blue	#12 (Licorne)
PRC	Phantomile	#12 (Licorne)
RTS	Edge of the Earth	#19 (Supernova)
DRT	Heaven and Hell	#12 (Licorne)
Terrazi Trial (vs. Utopia)		
MMM	Helter Skelter	#12 (Starlight)
PRC	Shooting Hoops	#19 (Destroyer)
RTS	Edge of the Earth	#19 (Destroyer)
DRT	Heaven and Hell	#12 (Starlight)
Lizard Trial (vs. Nightmare)		
MMM	Helter Skelter	#12 (Ignition)
PRC	Phantomile	#12 (Ignition)
RTS	Edge of the Earth	#19 (Reckless)
DRT	Wonderhill	#19 (Reckless)
Assoluto Trial (vs. Vulcano)		
MMM	Helter Skelter	#12 (Infinito)
PRC	Phantomile	#12 (Infinito)
RTS	Brightest Nite	#19 (Squalo)
DRT	Heaven and Hell	#19 (Squalo)

Car Catalog

MMM, Age Solo

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Prophetie	1	6,400	157@5,000	99
2	Prophetie	2	6,600	190@5,100	108
3	Dirigeant	2	7,100	118@5,300	111
4	Bataille	2	7,400	182@5,500	114
5	Megere	2	7,700	230@5,800	117
6	Prophetie	3	7,000	213@5,500	119
7	Dirigeant	3	7,200	129@5,500	121
8	Bataille	3	7,500	216@5,700	124
9	Megere	3	7,700	272@6,100	126
10	Antilope	3	7,800	320@6,200	129
11	Averse	3	7,900	226@6,400	133
12	Licorne	3	8,100	346@6,600	136
13	Prophetie	4	7,200	241@5,800	176
14	Dirigeant	4	7,500	145@6,000	178
15	Bataille	4	7,600	246@6,200	180
16	Megere	4	8,100	320@6,300	183
17	Espion	4	8,000	492@6,200	187
18	Sorciere	4	8,300	778@6,600	188
19	Supernova	4	9,500	614@7,000	193
20	Ecureuil	4	7,100	510@5,900	194

MMM, Terrazi

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Ambitious	1	6,500	170@4,900	99
2	Ambitious	2	6,600	204@5,200	109
3	Troop	2	6,900	236@5,100	112
4	Rumor	2	7,600	249@5,300	116
5	Wildboar	2	7,600	140@5,600	119
6	Ambitious	3	7,100	230@5,500	117
7	Troop	3	7,300	263@5,400	122
8	Rumor	3	7,700	282@5,500	126
9	Wildboar	3	7,900	162@6,000	127
10	Capital	3	8,000	367@5,800	130
11	Cowboy	3	8,300	275@6,200	133
12	Starlight	3	8,600	211@6,500	137
13	Ambitious	4	7,200	258@5,900	173
14	Troop	4	7,600	298@6,000	176
15	Rumor	4	7,800	322@6,100	178
16	Wildboar	4	8,100	190@6,400	183
17	Decision	4	8,100	518@6,300	187
18	Terrific	4	8,300	1,242@6,400	190
19	Destroyer	4	9,600	988@6,900	183
20	Utopia	4	8,900	3,729@6,700	244

MMM, Lizard

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Bonfire	1	6,500	211@5,000	101
2	Bonfire	2	6,700	237@5,300	109
3	Detector	2	7,100	320@5,500	111
4	Wisdom	2	7,500	332@5,800	114
5	Officer	2	7,700	410@6,000	117
6	Bonfire	3	7,000	262@5,600	119
7	Detector	3	7,200	369@5,900	122
8	Wisdom	3	7,600	378@6,000	124
9	Officer	3	8,000	478@6,200	126
10	Colleague	3	8,000	504@6,200	130
11	Comrade	3	8,200	536@6,300	134
12	Ignition	3	8,600	598@6,700	136
13	Bonfire	4	7,200	295@6,000	173
14	Detector	4	7,600	423@6,100	177
15	Wisdom	4	7,800	444@6,300	180
16	Officer	4	8,100	570@6,500	184
17	Tamer	4	8,100	752@6,700	186
18	Cataract	4	8,400	2,340@6,900	188
19	Reckless	4	9,500	980@7,500	191
20	Nightmare	4	7,900	3,001@5,700	218

MMM, Assoluto

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Promessa	1	6,400	183@4,900	101
2	Promessa	2	6,700	215@5,100	111
3	Bisonte	2	7,100	249@5,200	113
4	Regalo	2	7,300	292@5,000	116
5	Fatalita	2	7,800	302@6,000	121
6	Promessa	3	7,000	241@5,600	121
7	Bisonte	3	7,200	273@5,600	122
8	Regalo	3	7,400	321@5,300	126
9	Fatalita	3	7,800	365@6,200	127
10	Rondine	3	7,800	407@5,700	132
11	Cavaliere	3	8,000	385@6,300	134
12	Infinito	3	8,200	516@5,400	137
13	Promessa	4	7,200	272@5,700	173
14	Bisonte	4	7,700	306@6,000	178
15	Regalo	4	7,800	368@5,800	181
16	Fatalita	4	8,100	380@6,500	184
17	Aquila	4	8,200	596@6,500	188
18	Estazi	4	8,400	1,189@6,300	191
19	Squalo	4	9,500	750@7,200	194
20	Vulcano	4	8,900	2,983@7,500	221



Ridge Racer Type 4

PRC, Age Solo

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Prophetie	1	6,700	160@5,100	105
2	Prophetie	2	6,800	192@5,300	116
3	Dirigeant	2	7,200	121@5,500	117
4	Bataille	2	7,300	186@5,600	121
5	Megere	2	7,600	233@5,900	123
6	Prophetie	3	7,000	216@5,600	124
7	Dirigeant	3	7,300	131@5,600	127
8	Bataille	3	7,600	220@5,800	129
9	Megere	3	7,900	277@6,200	134
10	Antilope	3	8,000	324@6,200	136
11	Averse	3	8,200	227@6,400	139
12	Licorne	3	8,500	350@6,700	143
13	Prophetie	4	7,200	243@5,800	178
14	Dirigeant	4	7,600	148@6,000	183
15	Bataille	4	7,700	249@6,100	187
16	Megere	4	8,300	323@6,000	188
17	Espion	4	8,400	497@6,400	191
18	Sorciere	4	8,700	782@6,700	196
19	Supernova	4	9,600	620@7,100	199
20	Ecureuil	4	6,900	502@5,500	183

PRC, Assoluto

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Promessa	1	6,500	186@5,000	106
2	Promessa	2	6,900	218@5,200	116
3	Bisonte	2	7,200	251@5,000	119
4	Regalo	2	7,200	294@5,200	123
5	Fatalita	2	7,800	304@5,900	126
6	Promessa	3	7,100	243@5,700	124
7	Bisonte	3	7,300	277@5,700	129
8	Regalo	3	7,700	325@5,500	132
9	Fatalita	3	7,900	368@6,400	134
10	Rondine	3	7,900	410@5,600	137
11	Cavaliere	3	8,300	387@6,200	140
12	Infinito	3	8,600	519@6,300	144
13	Promessa	4	7,300	273@5,900	180
14	Bisonte	4	7,600	311@5,900	184
15	Regalo	4	7,800	371@6,000	188
16	Fatalita	4	8,300	381@6,500	190
17	Aquila	4	8,400	597@6,400	194
18	Estazi	4	8,800	1,193@6,500	197
19	Squalo	4	9,400	752@7,500	199
20	Vulcano	4	8,900	2,995@7,500	222

RTS, Lizard

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Bonfire	1	6,400	218@5,000	111
2	Bonfire	2	7,000	240@5,200	121
3	Detector	2	7,000	333@5,700	123
4	Wisdom	2	7,300	336@5,900	126
5	Officer	2	7,700	417@6,100	130
6	Bonfire	3	7,100	268@5,800	130
7	Detector	3	7,300	377@6,000	133
8	Wisdom	3	7,800	388@6,300	136
9	Officer	3	8,000	485@6,400	139
10	Colleague	3	8,000	516@6,500	143
11	Comrade	3	8,600	543@6,500	146
12	Ignition	3	8,900	606@6,900	149
13	Bonfire	4	7,400	303@6,300	187
14	Detector	4	7,600	431@6,300	190
15	Wisdom	4	7,900	451@6,000	194
16	Officer	4	8,500	581@6,500	196
17	Tamer	4	8,600	761@6,900	199
18	Cataract	4	9,000	2,353@7,200	201
19	Reckless	4	9,600	1,004@7,500	204
20	Nightmare	4	8,000	3,010@6,000	222

DRT, Terrazi

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Ambitious	1	6,400	172@5,000	103
2	Ambitious	2	6,700	207@5,300	113
3	Troop	2	6,900	237@5,200	116
4	Rumor	2	7,600	253@5,400	119
5	Wildboar	2	7,800	144@5,800	126
6	Ambitious	3	7,300	230@5,700	121
7	Troop	3	7,600	265@5,300	124
8	Rumor	3	7,800	287@5,900	127
9	Wildboar	3	8,000	166@6,200	132
10	Capital	3	8,100	368@6,100	136
11	Cowboy	3	8,600	276@6,500	143
12	Starlight	3	8,700	218@6,500	153
13	Ambitious	4	7,500	259@5,700	177
14	Troop	4	7,700	298@5,700	178
15	Rumor	4	8,000	326@6,200	184
16	Wildboar	4	8,400	194@6,500	187
17	Decision	4	8,500	522@6,500	193
18	Terrific	4	8,600	1,249@6,900	199
19	Destroyer	4	9,500	1,005@7,700	209
20	Utopia	4	8,900	3,738@7,000	245

PRC, Terrazi

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Ambitious	1	6,500	173@5,000	106
2	Ambitious	2	6,600	207@5,100	116
3	Troop	2	7,000	239@5,200	119
4	Rumor	2	7,400	252@5,500	122
5	Wildboar	2	7,700	142@5,800	124
6	Ambitious	3	7,200	232@5,600	126
7	Troop	3	7,500	267@5,500	129
8	Rumor	3	7,700	285@5,800	130
9	Wildboar	3	8,000	164@6,100	134
10	Capital	3	8,100	371@6,000	136
11	Cowboy	3	8,300	277@6,300	139
12	Starlight	3	8,600	216@6,400	144
13	Ambitious	4	7,200	260@5,800	181
14	Troop	4	7,600	301@5,900	184
15	Rumor	4	7,700	327@5,900	186
16	Wildboar	4	8,300	192@6,500	190
17	Decision	4	8,400	521@6,500	193
18	Terrific	4	8,700	1,246@6,600	196
19	Destroyer	4	9,500	994@7,200	198
20	Utopia	4	9,000	3,750@6,900	248

RTS, Age Solo

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Prophetie	1	6,600	162@5,200	111
2	Prophetie	2	6,900	197@5,200	122
3	Dirigeant	2	7,100	122@5,400	124
4	Bataille	2	7,400	193@5,700	127
5	Megere	2	7,800	236@6,000	130
6	Prophetie	3	7,100	220@5,700	130
7	Dirigeant	3	7,200	134@5,700	133
8	Bataille	3	7,700	223@5,800	136
9	Megere	3	7,800	280@6,000	139
10	Antilope	3	8,100	331@6,300	142
11	Averse	3	8,300	232@6,500	146
12	Licorne	3	8,700	353@6,600	149
13	Prophetie	4	7,300	245@5,900	188
14	Dirigeant	4	7,600	152@6,100	190
15	Bataille	4	7,900	252@6,000	193
16	Megere	4	8,500	328@6,100	196
17	Espion	4	8,500	502@6,500	198
18	Sorciere	4	9,000	787@6,900	201
19	Supernova	4	9,600	623@7,300	204
20	Ecureuil	4	7,100	506@5,800	190

RTS, Assoluto

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Promessa	1	6,500	189@4,900	112
2	Promessa	2	7,000	223@5,200	121
3	Bisonte	2	7,000	256@5,600	124
4	Regalo	2	7,200	296@5,100	127
5	Fatalita	2	7,700	305@6,000	132
6	Promessa	3	7,100	246@5,700	132
7	Bisonte	3	7,200	280@5,800	134
8	Regalo	3	7,800	327@5,700	139
9	Fatalita	3	7,900	372@6,100	140
10	Rondine	3	8,000	412@6,100	144
11	Cavaliere	3	8,200	392@6,500	147
12	Infinito	3	8,700	523@6,300	150
13	Promessa	4	7,400	275@5,800	187
14	Bisonte	4	7,500	317@6,000	190
15	Regalo	4	8,000	373@6,300	194
16	Fatalita	4	8,500	383@7,000	197
17	Aquila	4	8,600	602@6,600	199
18	Estazi	4	9,000	1,200@7,200	203
19	Squalo	4	9,700	756@7,700	206
20	Vulcano	4	9,000	3,020@7,700	232

DRT, Lizard

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Bonfire	1	6,300	216@4,900	102
2	Bonfire	2	6,800	236@5,300	111
3	Detector	2	7,200	327@5,600	114
4	Wisdom	2	7,500	334@5,900	117
5	Officer	2	7,800	414@6,300	124
6	Bonfire	3	7,100	265@5,700	121
7	Detector	3	7,300	374@5,800	124
8	Wisdom	3	7,800	381@6,300	127
9	Officer	3	7,900	479@6,500	130
10	Colleague	3	8,200	512@6,400	137
11	Comrade	3	8,600	540@6,600	143
12	Ignition	3	8,800	608@7,000	153
13	Bonfire	4	7,500	298@5,900	177
14	Detector	4	7,700	425@6,000	180
15	Wisdom	4	8,000	446@6,500	183
16	Officer	4	8,400	573@6,600	186
17	Tamer	4	8,600	756@7,000	193
18	Cataract	4	8,600	2,360@7,000	198
19	Reckless	4	9,700	1,012@7,400	208
20	Nightmare	4	8,100	3,012@6,100	229

PRC, Lizard

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Bonfire	1	6,400	214@5,200	105
2	Bonfire	2	6,800	239@5,300	114
3	Detector	2	7,200	325@5,600	117
4	Wisdom	2	7,300	333@6,000	121
5	Officer	2	7,800	413@6,200	124
6	Bonfire	3	7,000	264@5,700	123
7	Detector	3	7,300	373@6,000	127
8	Wisdom	3	7,700	381@6,200	129
9	Officer	3	8,000	480@6,300	133
10	Colleague	3	8,100	510@6,100	136
11	Comrade	3	8,500	539@6,400	139
12	Ignition	3	8,800	604@6,800	143
13	Bonfire	4	7,100	299@6,200	180
14	Detector	4	7,700	426@6,300	183
15	Wisdom	4	7,700	448@6,300	187
16	Officer	4	8,300	576@6,600	190
17	Tamer	4	8,300	754@6,700	193
18	Cataract	4	8,800	2,346@7,000	197
19	Reckless	4	9,600	992@7,300	198
20	Nightmare	4	8,100	3,003@5,900	219

RTS, Terrazi

Car #	Name	Car Stage	Max RPM	Max Power (ps@RPM)	Max Speed (mph)
1	Ambitious	1	6,600	176@5,100	112
2	Ambitious	2	6,700	211@5,100	123
3	Troop	2	7,000	243@5,000	126
4	Rumor	2	7,500	256@5,600	129
5	Wildboar	2	7,800	146@5,900	132
6	Ambitious	3	7,300	235@5,600	130
7	Troop	3	7,400	269@5,400	134
8	Rumor	3	7,900	290@5,700	137
9	Wildboar	3	8,100	170@6,000	140
10	Capital	3	8,200	373@6,300	143
11	Cowboy	3	8,400	282@6,400	146
12	Starlight	3	8,700	220@6,600	149
13	Ambitious	4	7,400	264@5,500	187
14	Troop	4	7,500	304@5,800	188
15	Rumor	4	8,000	330@6,000	193
16	Wildboar	4	8,500	195@6,700	197
17	Decision	4	8,600	526@6,600	198
18	Terrific	4	9,000	1,253@7,000	203
19	Destroyer	4	9,600	1,003@7,400	206
20	Utopia	4	9,000	3,746@7,100	247



Here's a rundown of the game's tracks with some comments on each of the major turns. Remember that each track can feel very different depending on what kind of car you're using. A turn that was simple using a MMM Age Solo car can be real trouble with a DRT Terrazi car. Because of this, the comments will be of a general nature except

when otherwise specified. The shifting recommendations I give will only apply if you're using the downshifting-for-braking technique I described earlier in the "Cornering with Grip Type Cars" section. Here are some abbreviations I'll use: S3= Stage 3, S4= Stage 4, G= Grip, D= Drift.



Helter Skelter

Turn 1

This wide turn can be taken at full speed with almost any car.

Turn 2

You'll have to slow down for this one. With an S3G car, you'll have to shift down to 4th gear.

Turn 3

It seems sharp, but if you take the proper line you can get through it without slowing down even with a DRT S3 car.

Turns 4-5

If you came out of Turn 3 fast, you may need to let off the gas a little in order to make it. Be prepared to start turning right immediately after Turn 4 or your line will be off.

Turn 6

This entire mess can be taken without slowing down.

Turn 7-8

There is a jump right before this left turn that will ruin your cornering if you don't anticipate it. Compensate for the jump by turning a little further toward the inside of the turn than you normally would. If you're using a fast drift car, start the drift just before the crest of the jump. When you get back to the track, your car should already be pointed to exit out of the turn properly. For most cars, you can take Turn 7 at full speed but you'll have to downshift or drift at Turn 8.

Wonderhill

Turn 1

For S1 cars, this corner is trivial. For S3 and up, you'll have to downshift or drift here.

Turn 2

This is one of my favorite turns in the game. The racing line here is very wide, so start your turn early and you'll be able to make it even with an S3 or S4 car at top speed. Watch your exit since there is a jump immediately after for faster cars.

Turn 3-4

Even if you came out of Turn 2 at top speed, you can still make it through these without letting off the gas.

Turn 5

Here is the sharpest turn in the course. Take it slow and slow down early!

Turn 6

As you speed out of turn 5, watch your line. Even though this is a gentle curve, you'll find yourself hitting the side of the track if you turn too late.

Turns 7-8

These turns are a real problem with S3D and faster cars. You can actually do a "double drift" here by drifting left, then interrupting it with another drift to the right at the middle of the two turns.

Turn 9

At the beginning of this spiral loop, there is another hill that will turn into a huge jump if you're using a fast car. Take it like Turn 7 in Helter Skelter. There's also a point at the end of the loop where the curve suddenly becomes very sharp. You may need to downshift or drift through it.

Turns 10-11

Just take the straightest line through these chicanes. If you turn too wide, you'll set yourself up for disaster on the next turn.



Edge of the Earth

Turn 1

S4 cars need to downshift or drift to get through this turn. Other cars can take it at top speed.

Turn 2

This turn feels like Turn 2 in Helter Skelter, but it's much longer.

Turn 3

Most cars except for S4 can also take this at top speed.

Turn 4

This turn—and the chicanes immediately after it—can be tricky at high speeds. A careful exit out of the turn will allow you to pass the chicanes without having to turn again.

Turns 5-6

A fairly sharp turn. Turn early so you won't miss Turn 6. This combination is like Turns 5-6 in Wonderhill, but much less drastic.

Turn 7-8

All cars except for S4 can take this entire length at top speed.





Out of Blue

Turn 1

An easy turn; this can always be taken at top speed.

Turn 2

S2 cars and up need to slow down for this turn.

Turns 3-4

Watch the apex here on both turns. You won't need to slow down if you take the right line.

Turn 5

A really sharp turn, but you can get through it pretty fast if you get close enough to the apex. Start turning here sooner than you think you should.

Turns 6-7

You can take these at top speed; just watch your line and don't go too wide on Turn 7.

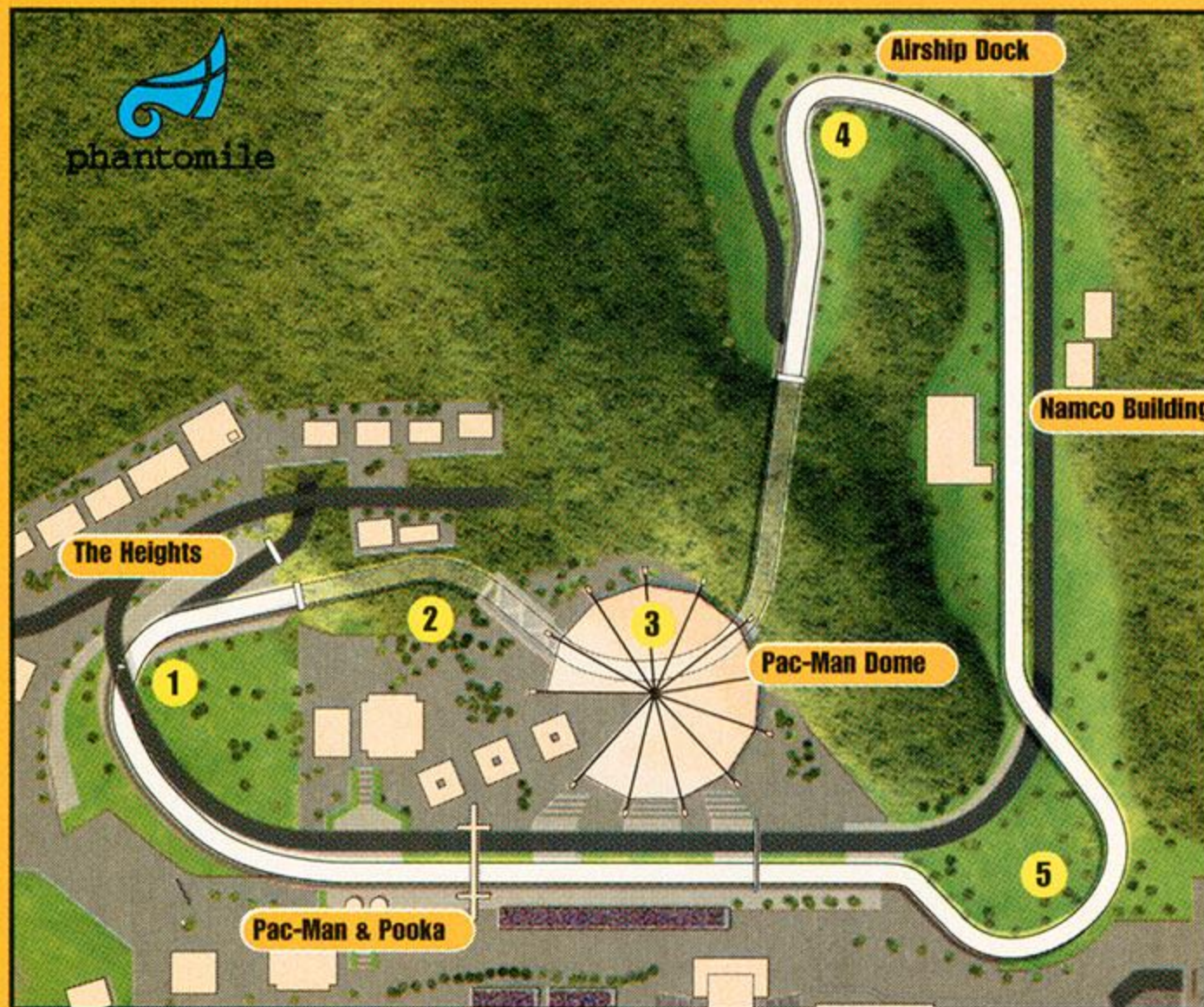


Turn 8

Most cars should be able to take this at high speed also. You can let off the gas briefly for S3 and S4 cars.

Turn 9-10

This is the same section as Turns 7-8 in Helter Skelter.



Phantomile

Turn 1

S3G cars need to downshift once. For S3D cars, a light drift will do it.

Turns 2-3

Both of these can be taken at top speed with most cars. Turn 3 is especially difficult to traverse without slowing down if you're using a fast car, but it's possible.

Turn 4

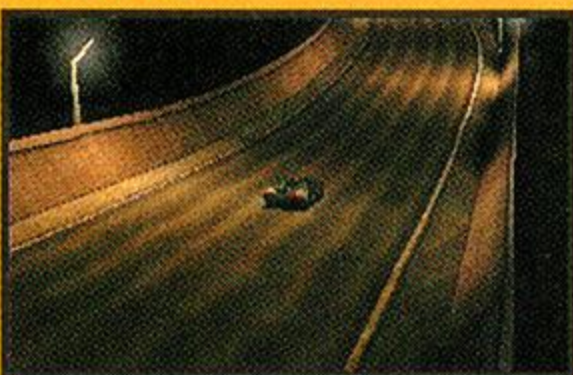
This one is very abrupt and you'll probably approach it at top speed. For S3G cars, shift down to 3rd. For S3D cars, you'll want to drift early.

Turn 5

It will seem like you can make this turn without slowing down, but you can't. For S3G cars, shift down to 4th. For S3D cars, make a heavy drift.



Brightest Nite



Turn 1

This is the same as Turn 1 in Edge of the Earth.

Turn 2

All cars except for S4 ones can take this without slowing down.

Turn 3

Just before this turn, there is a jump. For fast cars, be prepared to downshift to 4th gear or to drift early.

Turn 4

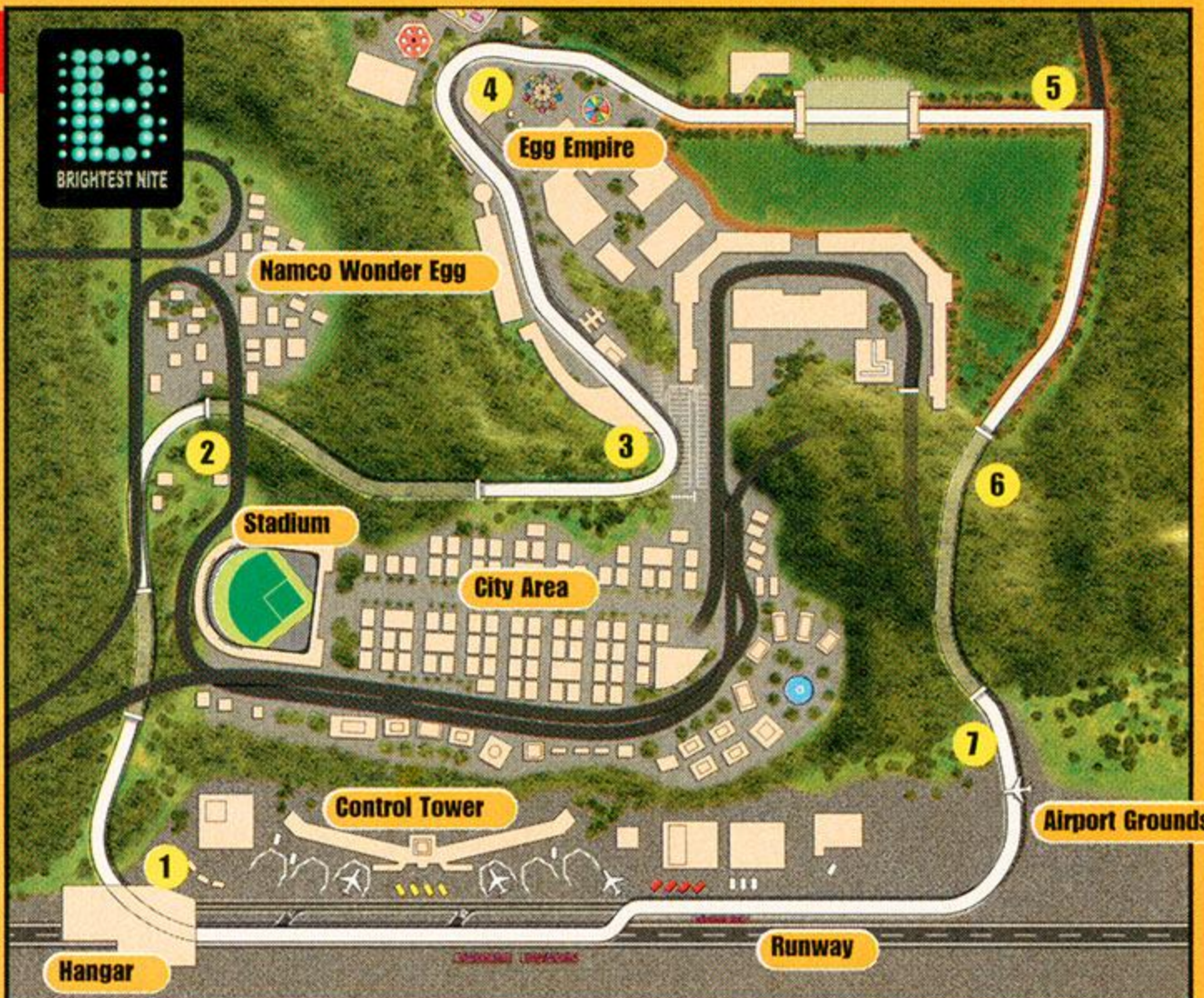
This guy is a little gentler than Turn 3. You can downshift to 5th or make a light drift early.

Turn 5

Start to turn as soon as you land from the jump before this corner. For S3D cars, you'll want to drift right away. For S3G cars, go down to 3rd gear.

Turns 6-7

These are the same as Turns 7-8 in Edge of the Earth.



Ridge Racer Type 4



Heaven and Hell

Turns 1-6

These are the same as Turns 1-6 in Wonderhill.

Turn 7

This is similar to Turn 1, but it's a bit longer. S3G cars should downshift to 4th gear.

Turn 8

For S3G cars, begin your turn right after the red arrow flag on the right side. Downshift to 4th and turn hard. For S3D cars, drift early and be careful about not overdrifting into the inside wall.

Turn 9

You won't be going very fast from the previous turn, but you'll still need to slow down or drift here. S3G cars should downshift to 3rd gear.

Turn 10

This one is really tricky for DRT S3 cars. The turn seems gentle enough, but at the end it suddenly becomes sharp. Downshift once or drift lightly right after the blue arrow flag on the left side.



Shooting Hoops



Turns 1-3

These are all easy no matter what car you're using. For fast S4 cars, start turning early to get the proper line.

Turn 4

This turn is much sharper than it seems. It's very easy to take

this one too wide. Start out wide but turn early and you should make it.



Secrets

Pac-Man Car

After getting all 320 cars, the Pac-Man car will appear as the 9th car in your garage! You'll also get a new music track, "Eat Em Up."

Music Player Tricks

Hold down the following buttons while selecting the 'Music Player' option to select the track:

Left + L1	Helter Skelter
Left + R1	Wonderhill
Left + L2	Edge of the Earth
Left + R2	Out of Blue
Right + L1	Phantomile
Right + R1	Brightest Nite
Right + L2	Heaven and Hell
Right + R2	Shooting Hoops

While in the Music Player:

- Press **▲** once to blur the screen.
- Press **▲** twice to be able to change the camera angle with the L1 and R1 buttons.
- Press **▲** three times to get the first two effects at once.
- Press **▲** a fourth time to revert to the normal setting.

- While the screen is blurred, you can change the blur color by pressing R2. You can cycle the colors by holding down L1 or R1. L2 returns the color to normal.

Link Mode

- There is an undocumented link mode hidden in R4. Just connect two PlayStations together with the link cable and the mode will appear as the last option on the menu. This special mode allows up to four players to race at once!



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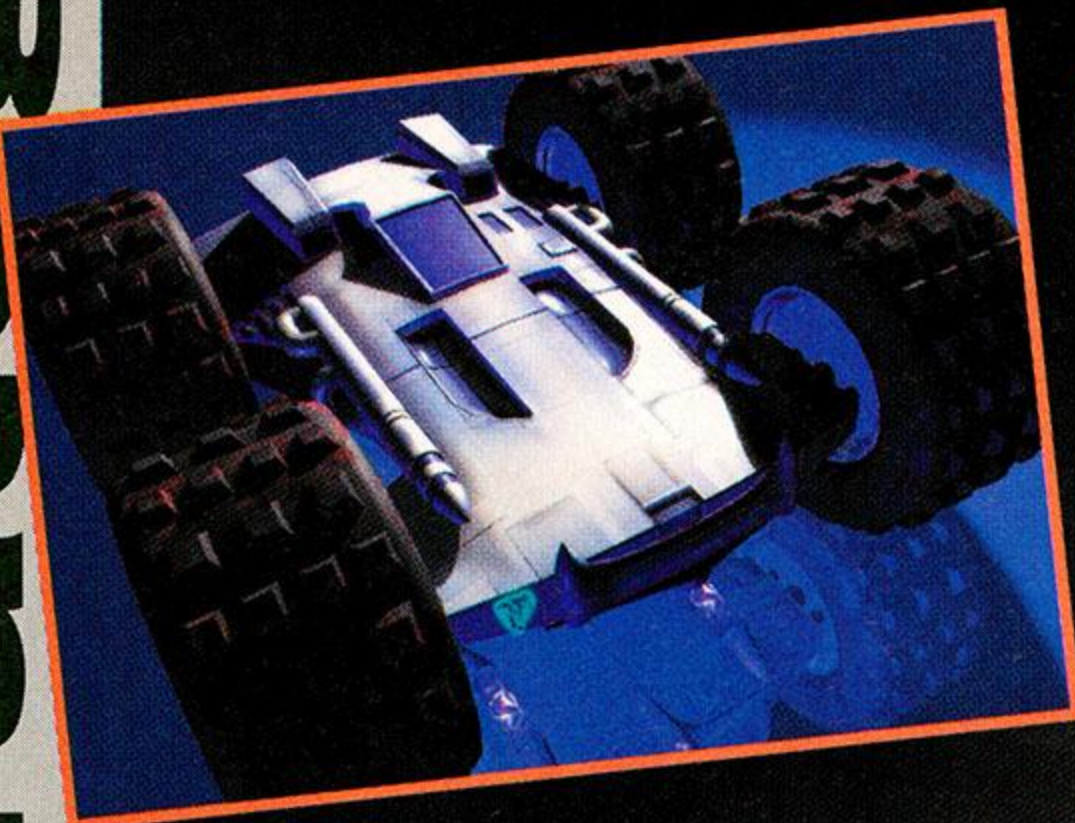
Designed by Eric Lu

Rollcage



Rollcage

by Pat Reynolds



Have you ever wanted to play a racing game in which the cars are completely indestructible? Apparently, that's just what Psygnosis and developer ATD had in mind, too. Enter *Rollcage*, a futuristic racer in which the vehicles are not only invincible, but they can drive on walls and ceilings, too! These vehicles literally go through nearly anything, including buildings, machines and rocks. When the cars in *Rollcage* flip over, they don't stop moving! Along the way, you can arm them with any number of weapons. While not capable of destroying other racers, the weapons can certainly slow them down. At first, control in *Rollcage* takes some getting used to due to the vehicles' tendency to flip, roll and spin out of control after jumps and wall collisions. However, once I got the hang of the game's unique approach to no-holds-barred racing—and the rather impressive physics engine—I began to enjoy it quite a bit. I highly recommend an analog controller for maximum playability—you won't get the full effect of the *Rollcage* game engine without it.

basics

Each car is rated in the areas of acceleration, top speed, strength and grip. Generally speaking, fast cars tend to handle slightly worse than slower ones. Choose a vehicle that maintains a balance between speed, handling and your preference of style. *Rollcage* contains a lot of familiar racing game features; the main ones being speed strips on road surfaces (which give your car a temporary acceleration boost) and weapon power-ups scattered around each track. However, in *Rollcage*, these items can be found in odd locations, such as on the ceiling of a tunnel or on top of a wall. Because the cars can go practically anywhere, it's important to follow a path of "least resistance" and "maximum re-

ward", which often means aiming for ceilings and walls to hit speed strips or collect power-ups. Your car holds a maximum of two power-ups at a time, but there are other ways to hinder other racers from bolting ahead of you. The many buildings, rock formations, construction vehicles and other obstacles littering the tracks can be rammed into and destroyed, which peppers the road with debris and slows down the opposition. This ability, combined with different weapon types, make for some insane races. Hitting the accelerator just as the countdown ends will result in a burst of speed that can give you a nice lead off the line.

power-ups



Homing Missile

Locks on to buildings or other obstacles automatically and sends wreckage into the path of the other cars. Alternatively, this power-up can target the vehicle in front of you by pressing Up on the controller.



Driller

A massive weapon that bowls through all obstacles in its path until it hits a solid wall and is destroyed. Great for taking out lines of obstacles and creating a real mess for the opposition.



Time Warp

This handy weapon slows down all the other cars while allowing you to maintain normal speeds.



Ice Sheet

Fires a 180° field of "electro-ice" that causes any cars caught in it to lose traction and slide out of control.



Turbo

Gives an incredible boost of speed. Use it on straightaways for best results.



Leader Missile

Targets the lead car and homes in on it. When it finds the leader, it passes him then doubles back for a head-on hit, spinning and slowing the car.



Wormhole

Teleports the car in front of you to a position behind you.



Shield

Lowers the chances of spinning out of control after impacting another vehicle or building. Lasts for a limited number of collisions.

Courses

Rollcage's tracks are divided into four worlds, and then divided again by three different Leagues. Each League contains a set of courses from each world. These courses offer many shortcuts and obstacles. Here are some tips for successfully navigating them.

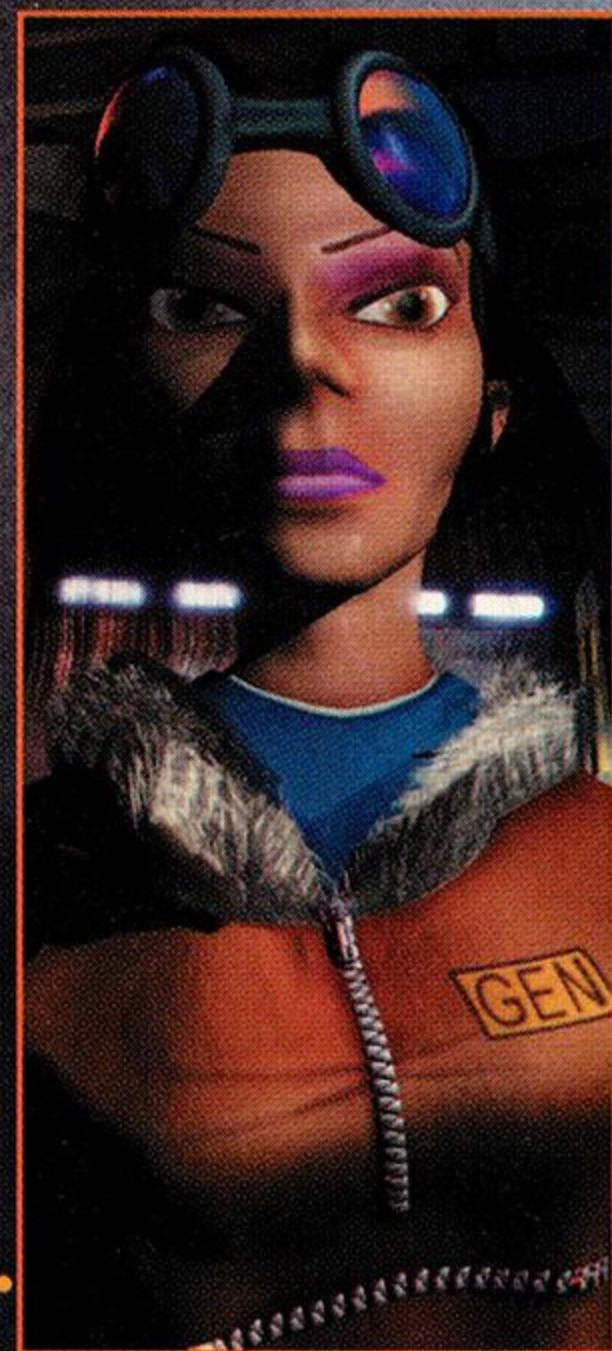
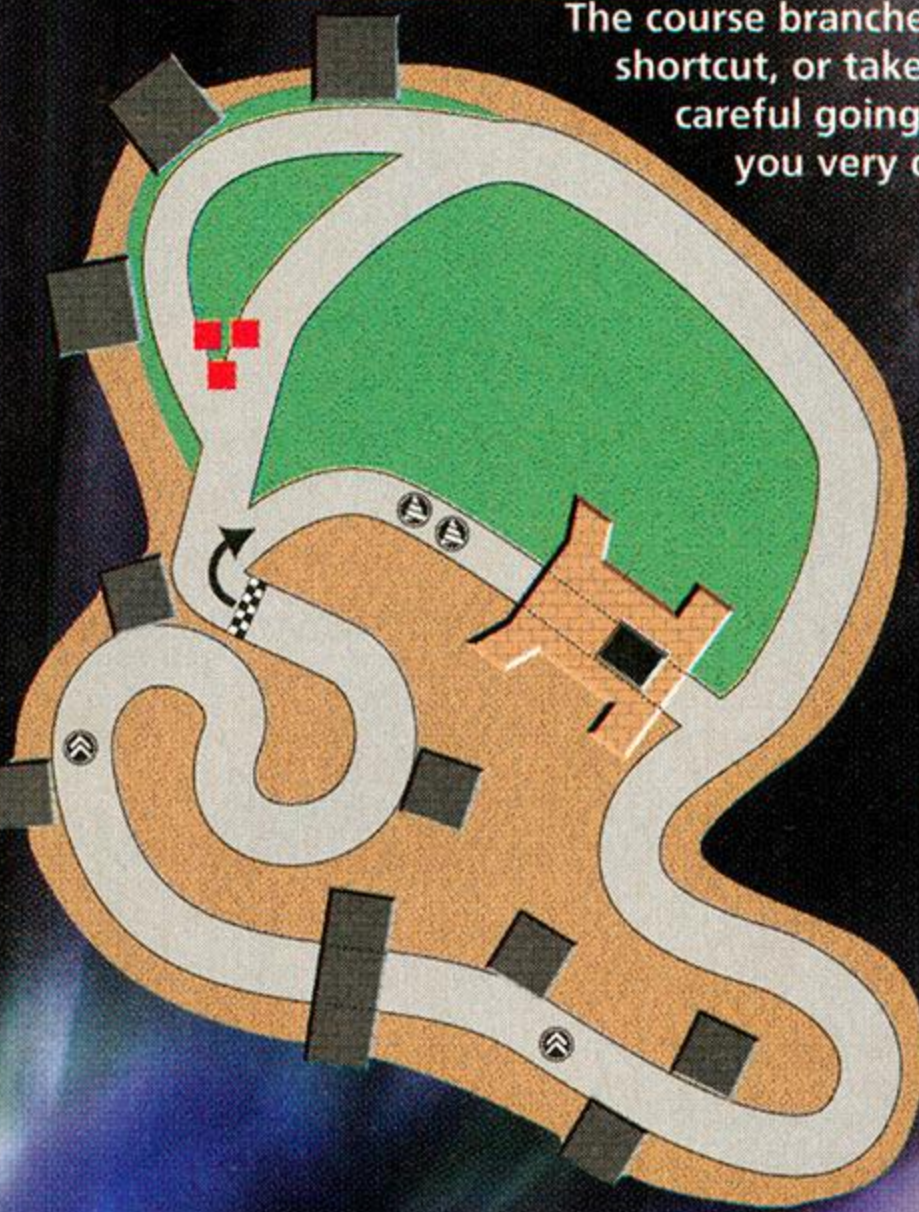
Park Life

This easy course is light on twists and turns. Stay to the right from the start to collect power-ups, then hit the wall to take advantage of the speed boosters. The tunnel offers another line of speed strips on the ceiling. When driving on the ceiling, make sure your car is going straight ahead when the tunnel ends to maximize your chances of landing squarely on the ground and maintaining speed. Take out the building supports to bring them crashing down on your opponents.

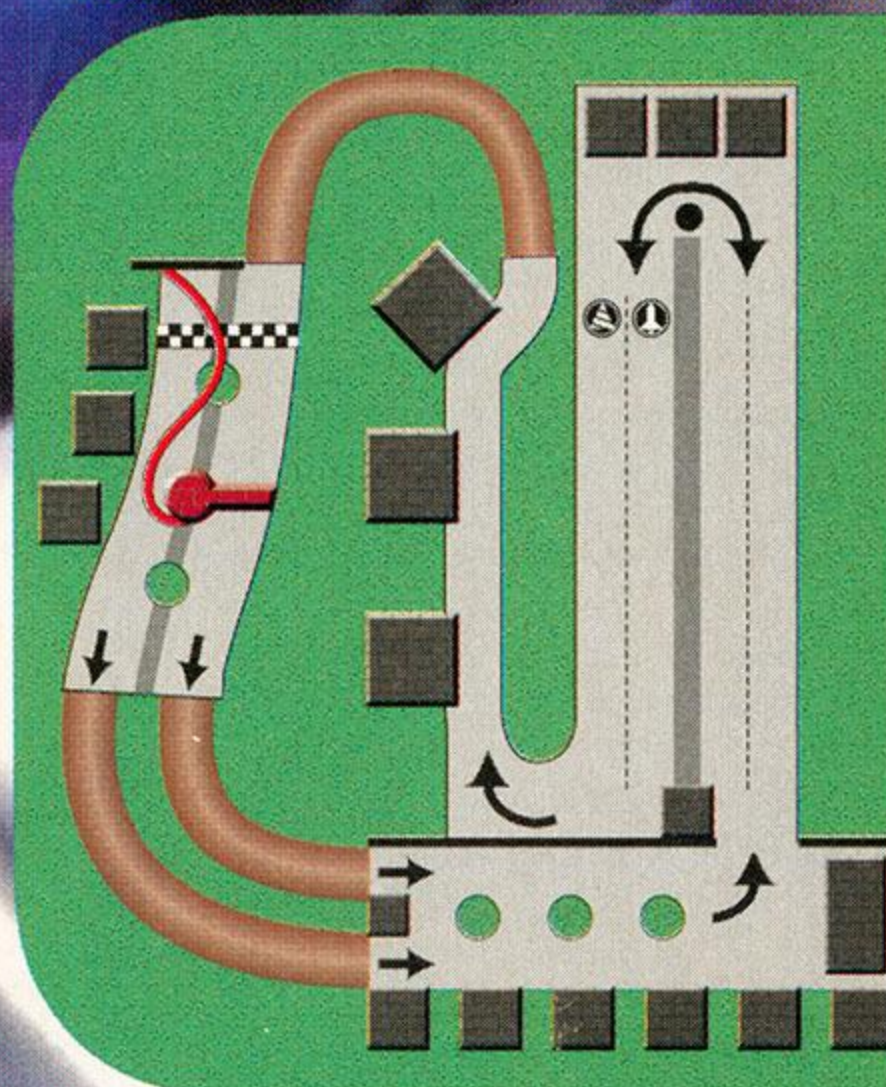


**Cross Over**

The course branches near the start of this twisting track. Head to the right for a shortcut, or take the main route to the left to hit a speed strip-studded wall. Be careful going through the tunnels of this track, as the curves are hard, hitting you very quickly.

**Flood Zone**

This is a potentially confusing track since it contains the game's only double back. After you reach the apparent dead-end with the first grandstand, look for the opening in the wall on the left hand side, then drive through it onto the water strip below. Follow that to the second grandstand and turn around and head back, making a right at the far end. This will put you on the right path, through a fun spiral tunnel and back to the checkpoint.

**Harpoon Islands Courses****Paradise**

This course offers plenty of buildings to destroy as well as a concealed tunnel shortcut. Look for the patch of blue fog to the right of the track—it marks the tunnel entrance.

**Daytona**

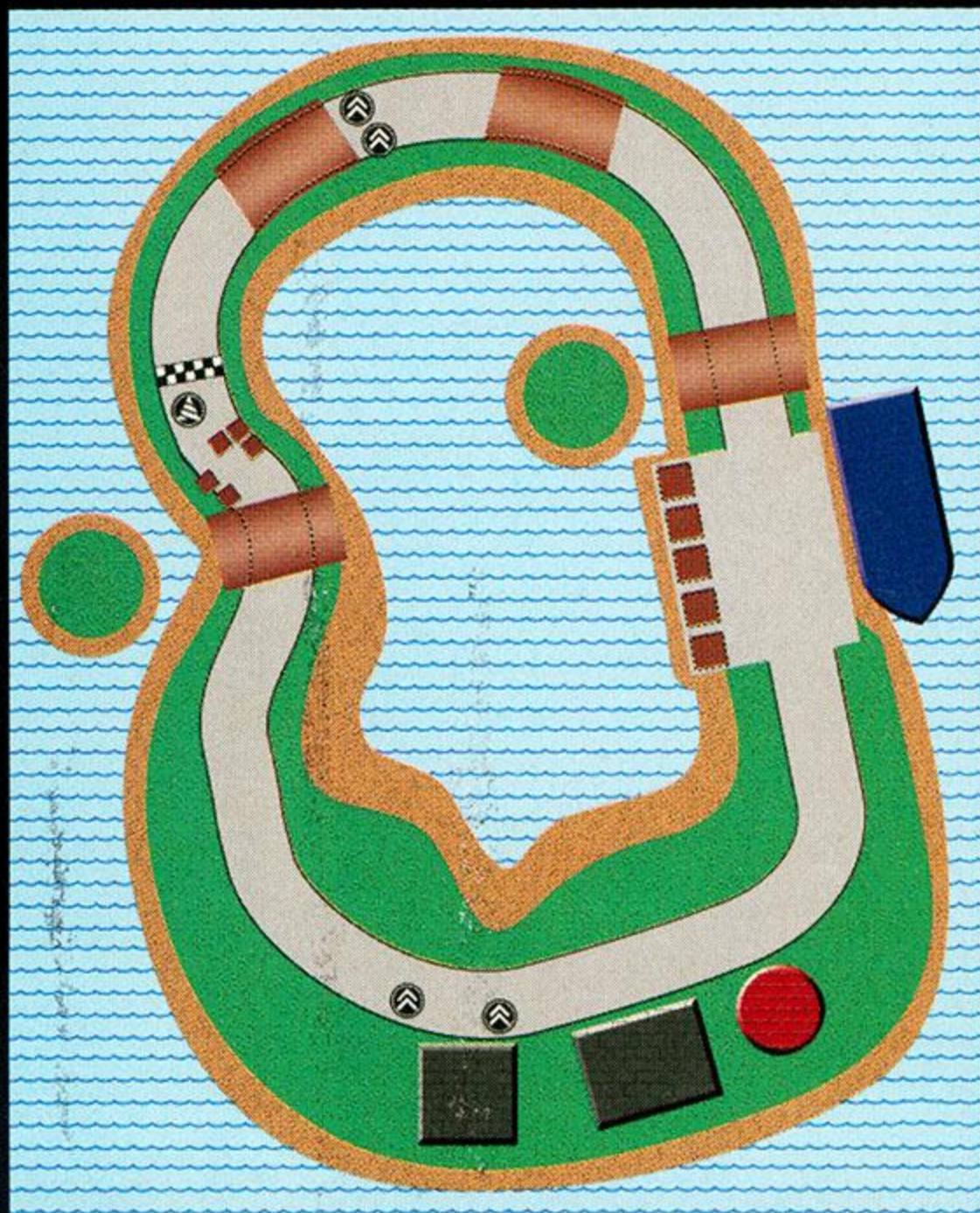
ups...which is tempting, but the main road is faster and contains speed boosts.

This course contains a ton of hills, but is fairly straightforward. There is an alternate route along the beach that contains power-ups...





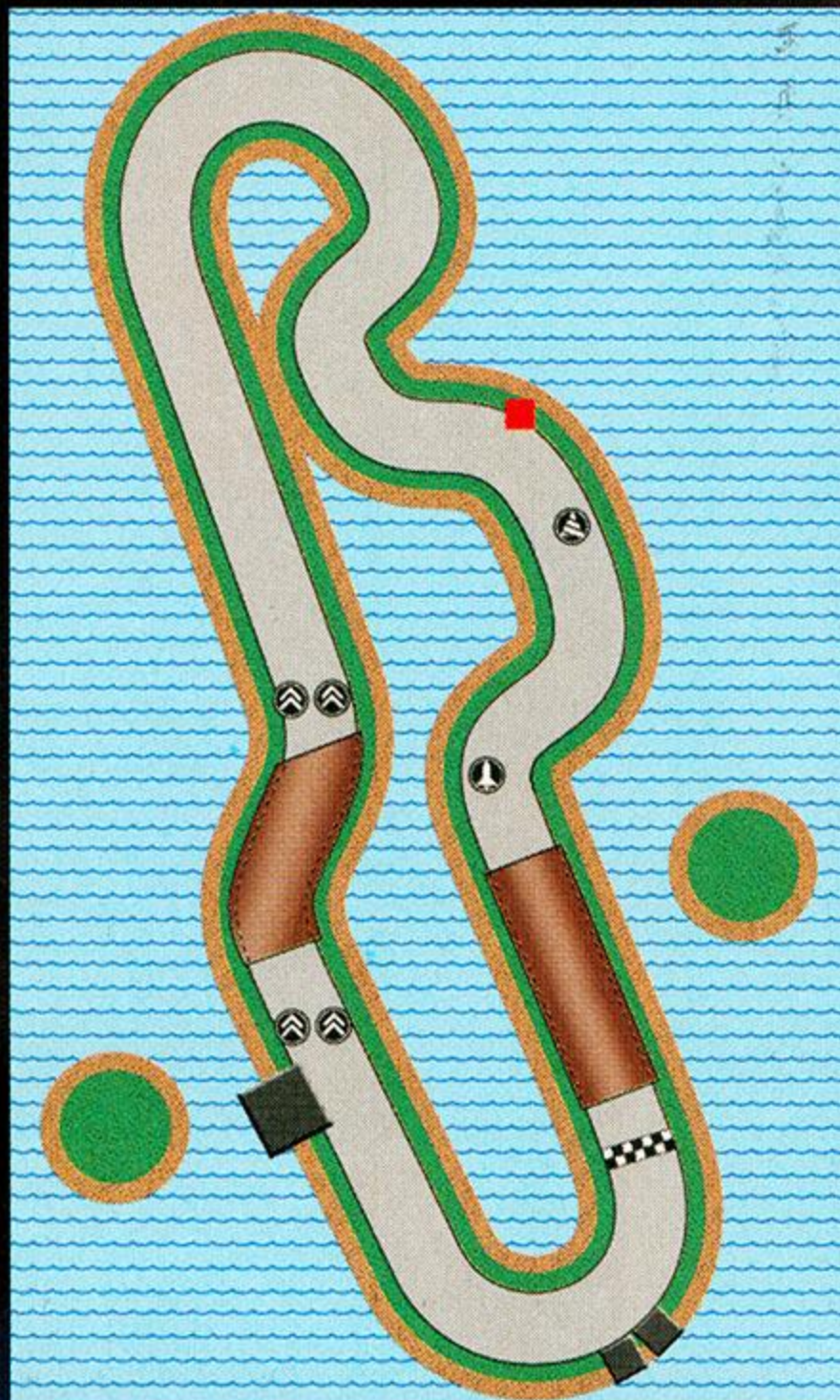
Smugglers



Precision driving is required in this track's narrow tunnels and canyons. Avoid getting sidetracked in the large open room with the crates (heading straight through is the wise choice.) On the dock, hit the ramp just to the left of the ship for a speed boost right into the tunnel.



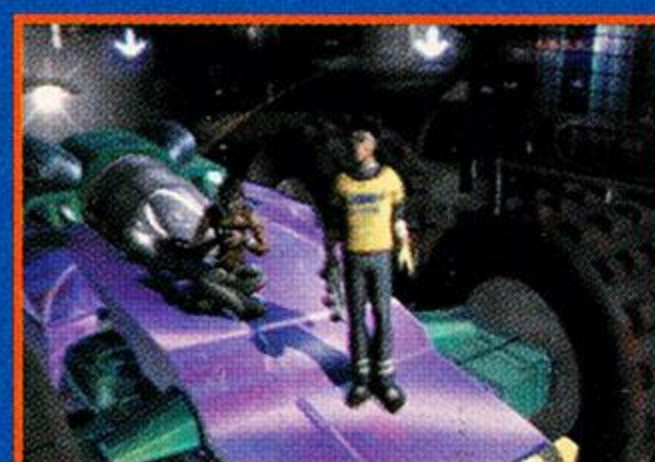
Road Works



This is an easy course with no sharp turns and good visibility. The only shortcuts consist of two ditches along the right side of the track. In both cases, I recommend staying on the road because it offers speed strips and power-ups. Also, driving into the ditch lowers visibility and increases the chances of your car flipping upside down.

Super Bowl

Designed as a high-speed multiplayer course, Super Bowl is a simple oval-shaped racetrack with a twist...literally. The challenge lies in driving as much as possible on the small strip of ceiling above the track, which is dotted with speed lines. Staying on the ceiling maximizes your speed but also your risk, as it is easy to overshoot and flip end over end back to the ground, disorienting yourself and letting your opponent get the lead.

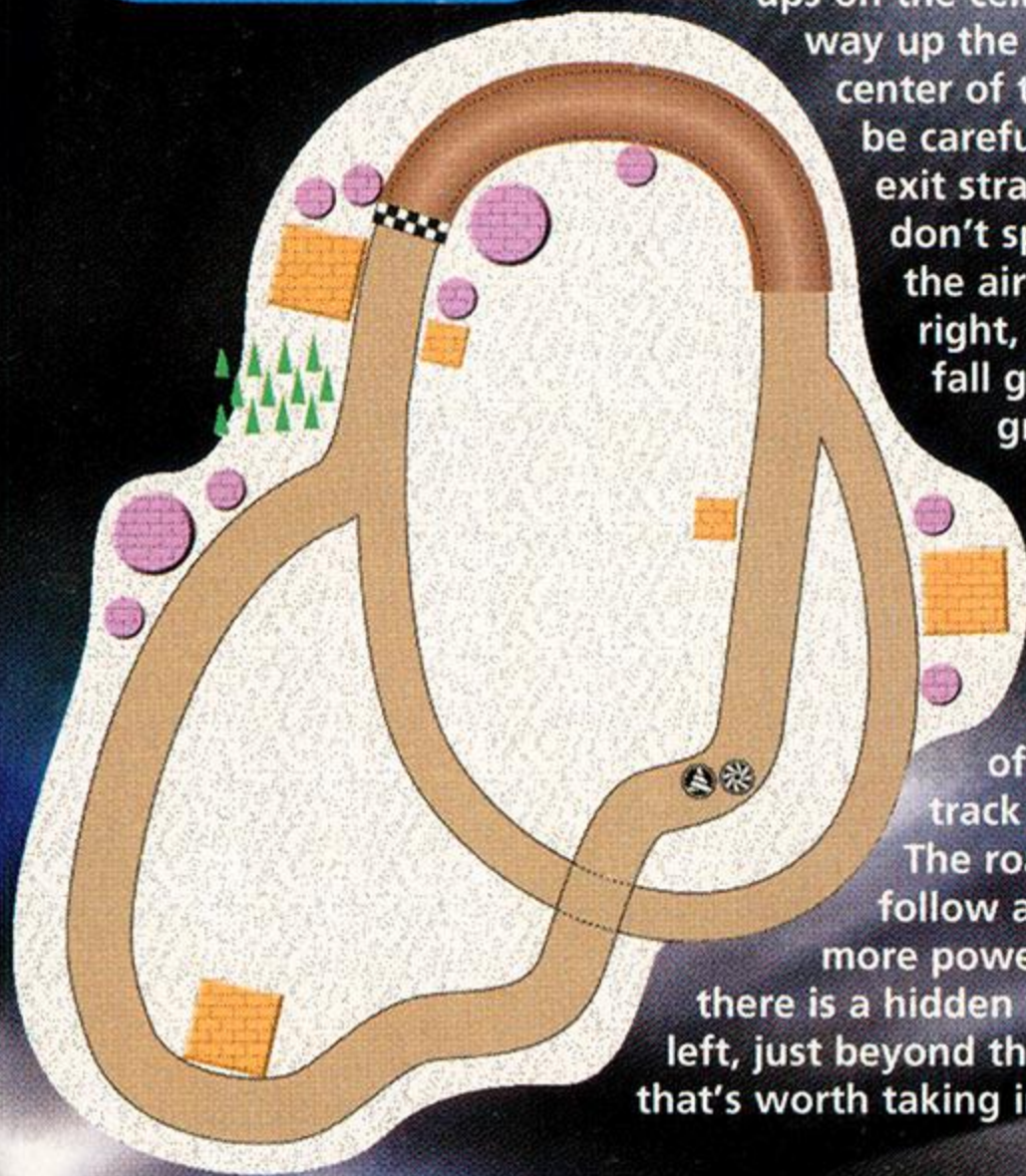




Sapphire Springs Courses

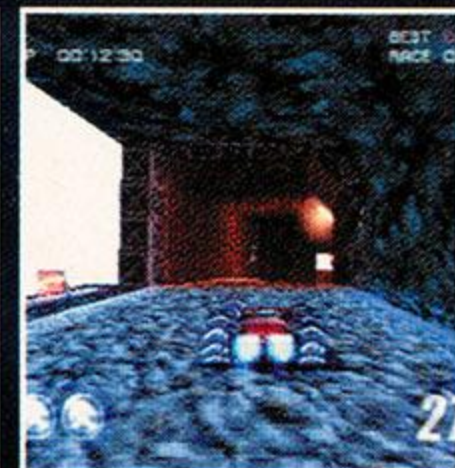
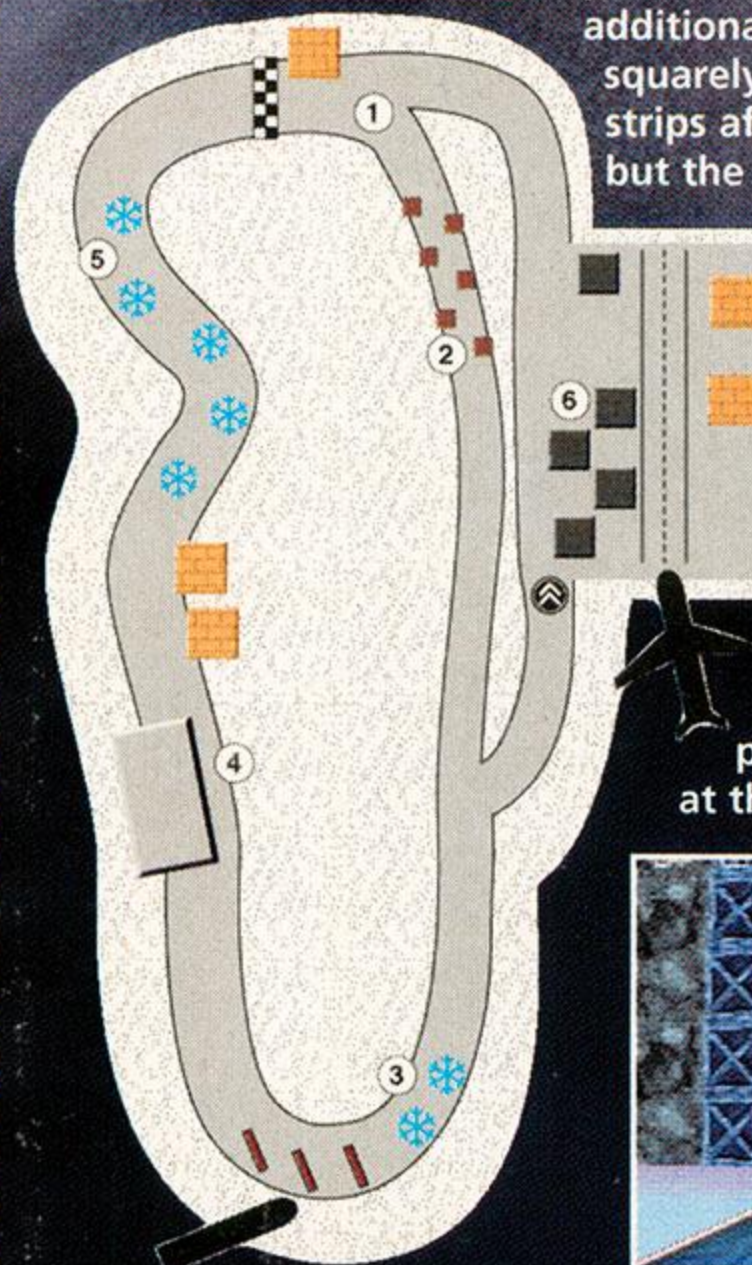
G-Force

This track begins with a nice long tunnel containing speed strips and power-ups on the ceiling. Ease your way up the wall onto the center of the ceiling and be careful to nail the exit straight-on so you don't spiral wildly in the air. If you do it right, your car should fall gracefully to the ground and keep going without missing a beat. Right after the first tunnel, there is a short strip of road, then the track branches off. The road is easy to follow and contains more power-ups, but there is a hidden tunnel to the left, just beyond the large building that's worth taking instead.



Area 52

The tunnel at the start of this track branches off immediately. Follow the path on the right. It will give you two additional speed strips and put you squarely on course to hit the other strips after the tunnel. Not only that, but the right path avoids the many obstacles which litter the track. When you pass the submarine, you'll see a large garage-like structure that the track passes through. Look to the right of this building to spot a narrow path, which dips down and contains power-ups. Always hit this area to stock up if you take the power-up deficient right path at the start.



Skid Pan

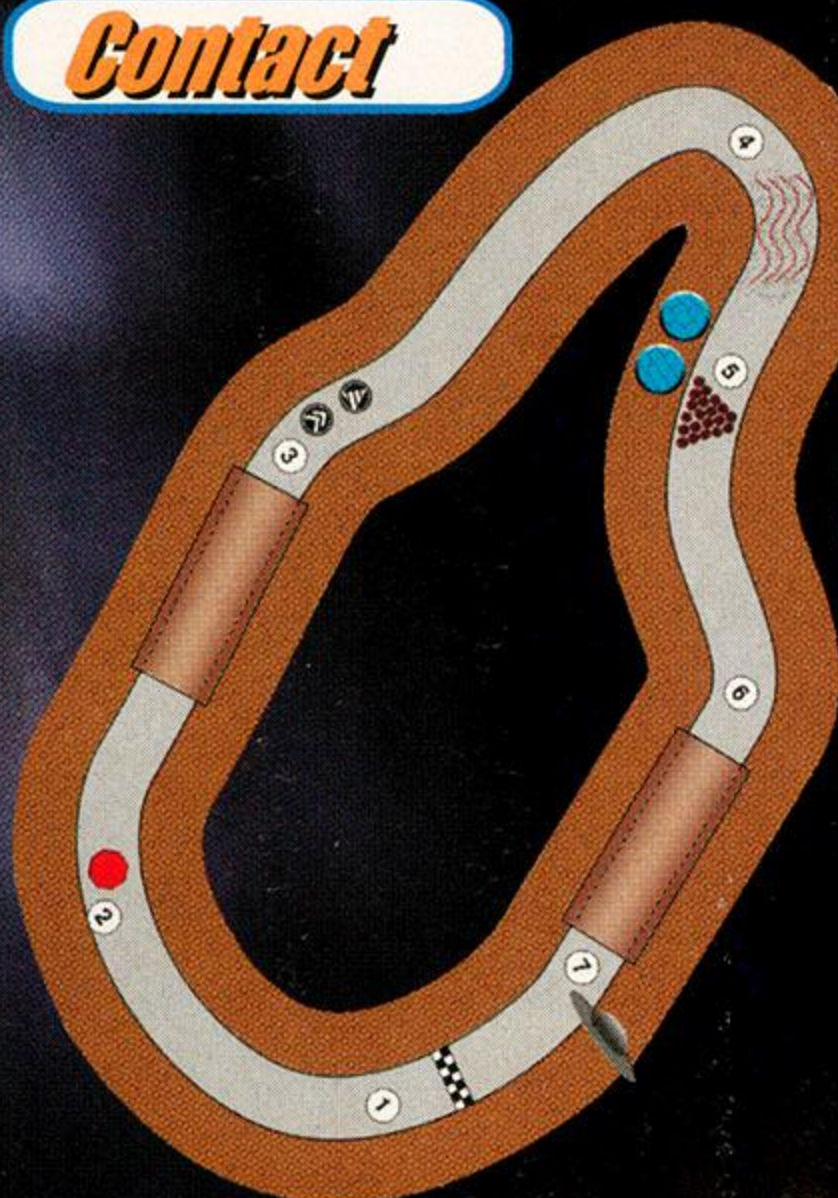
Skid Pan has lots of tunnels that curve and tons of speed strips. Large portions of the track are covered in snow, which makes handling quite a chore. Try to take it quick and straight through these hazardous sections.



Outworld Courses

Contact

A fully-destructible, downed space ship is the highlight of this course. Power-ups are awarded for leveling it. One section of track offers three routes, with the lower route being the easiest with a straight path through, the left path yielding speed strips and the right path offers power-ups. Hit whichever route benefits you the most during each lap.



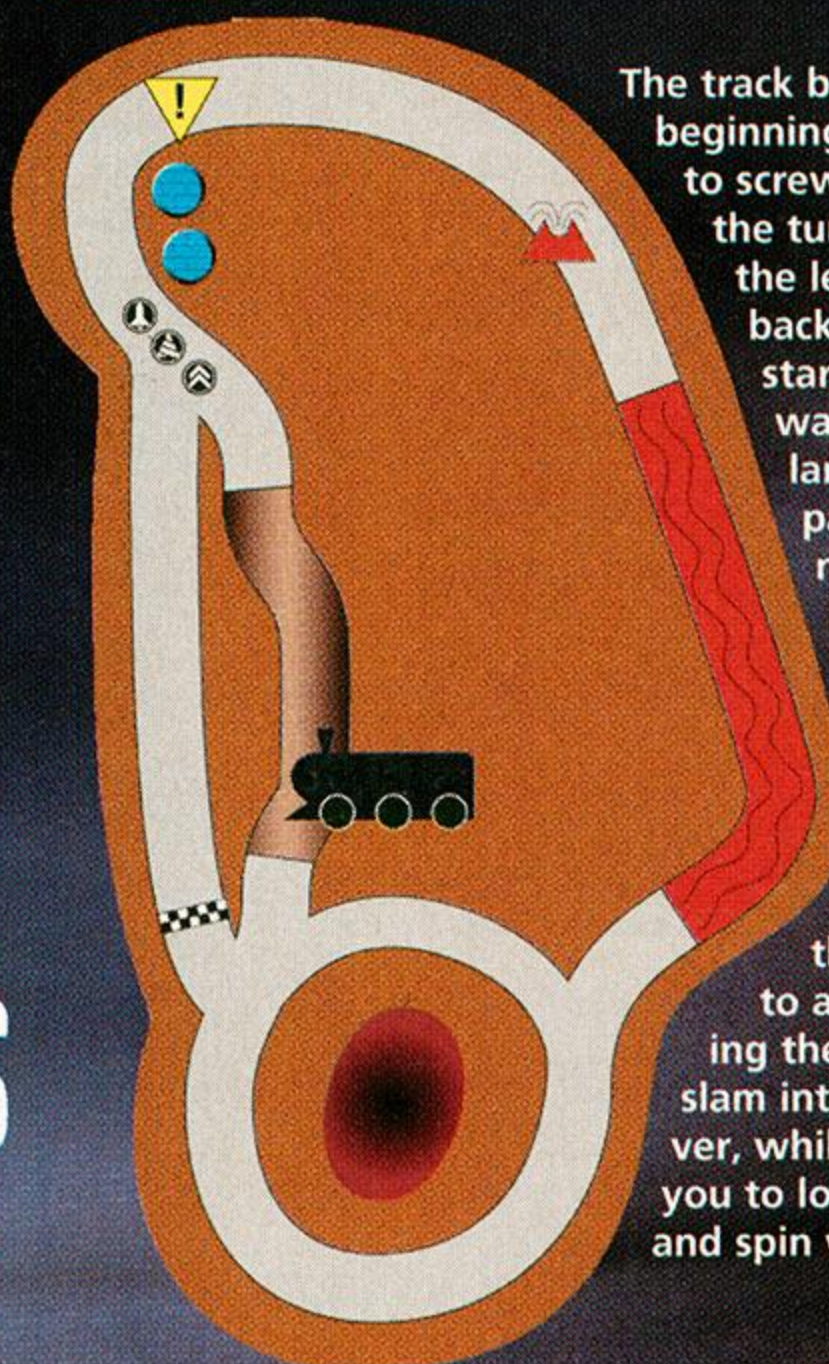


Frontier

Stay to the right at the start of the race to collect power-ups. When the road branches, take the path on the right. While the path on the left gives you power-ups, it also forces you to hit a small, difficult-to-see ramp at full speed in order to find them. If you miss the ramp, you're stuck trying to reverse out of a dead-end, causing you to redo the entire sequence all over again.



Eruption



The track branches near its beginning, but it's a trick to screw you up. Follow the tunnel to the right; the left route doubles back around to the start point and wastes time. The large, open area past the lava tunnel reveals many buildings to destroy. Follow the train tunnel shortcut to the right past the buildings. If a train is coming through, it's better to avoid it by climbing the wall rather than slam into it. This maneuver, while fun, will cause you to lose momentum and spin wildly.



After Shock

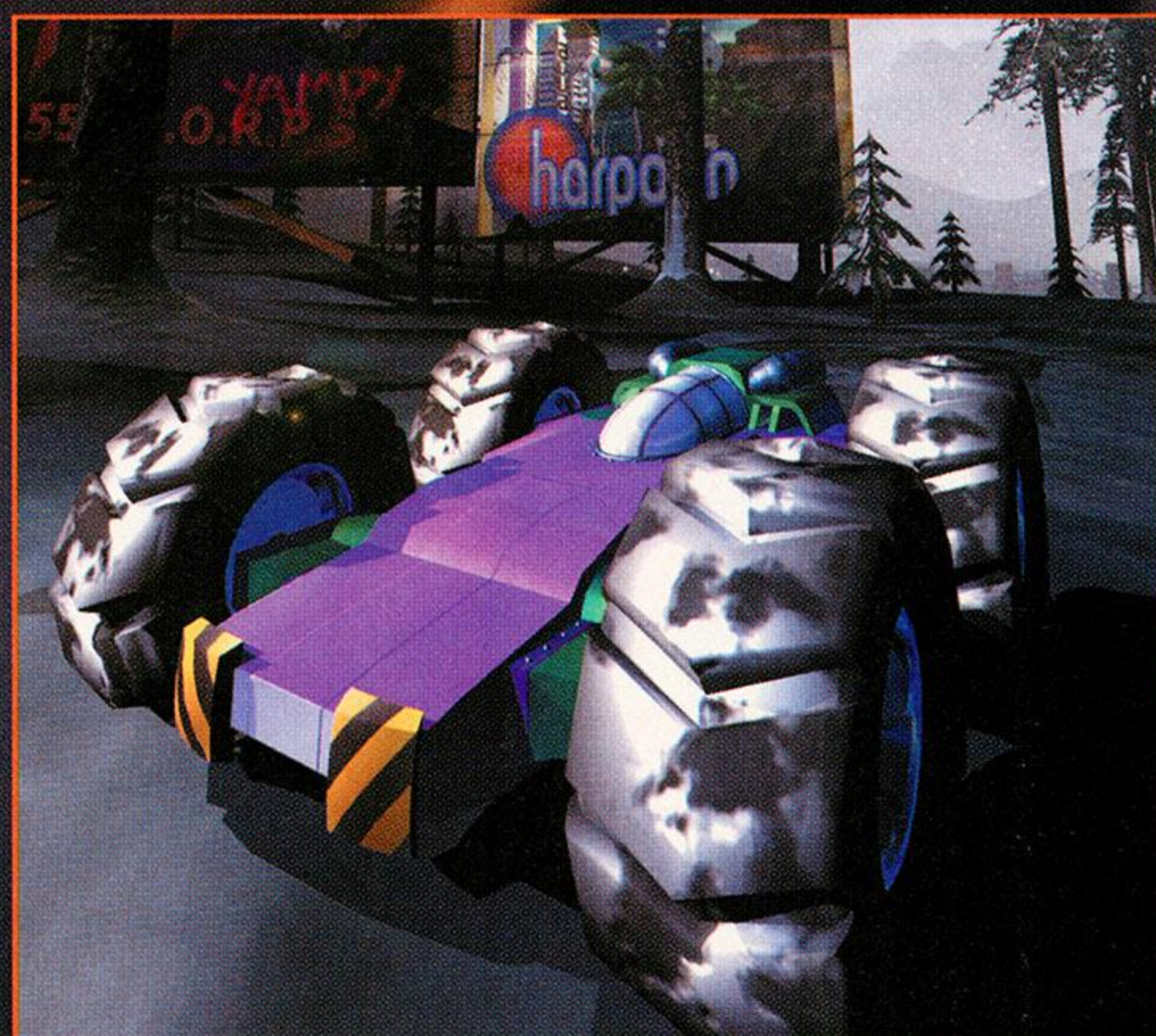


This hidden track is *Rollcage*'s version of a figure eight. The track near the start is littered with huge rocks that impede progress. Hit the tunnel fast, but slow down when you see the red lights; they signal a big drop down into another tunnel. If you hit the drop going too fast, you'll slam into a wall and lose control. Don't get confused at the intersection, just go straight through and resist the urge to turn.



cheat codes

- At the password screen, enter **BESTLAPS** to view the ATD development teams' best times rather than the default ones. You might recall ATD as the developer of *Cybermorph*, one of the few excellent games available for the long-since-dead-and-buried Atari Jaguar system (shudder!)
- If you want to unlock all three Leagues, get the hidden death match option, multiplayer tracks and the awesome hidden racer Yuri, just go to the password screen and enter: **MAXCHEAT**. Happy racing, you big cheater, you!



roll with this.

Oh, yee-ah!

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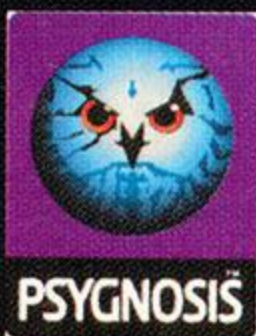
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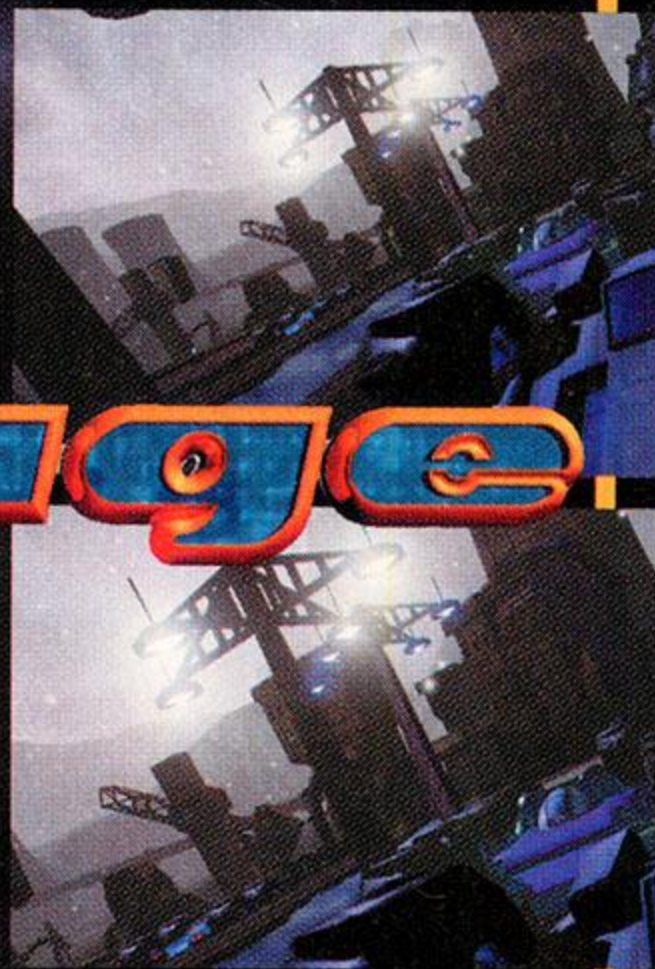
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by Tyrone Rodriguez

EA continues to refine the already intense *Need for Speed* series. Judging from the way *Hot Pursuit* plays, EA has its sights set on the *Gran Turismo* legacy. The control is much tighter, the physics seem more realistic and the catalog of exotic vehicles now includes even more hard-hitting manufacturers. While I miss some of the features that made *III* so great, I wouldn't change anything. If you're as much of a car buff as I am, revving a BMW M5 to redline will really get the adrenaline moving. Add the ground-busting soundtrack by such greats as DJ Icy and you'll have the neighbors screaming. I play with music at 60% and engine sounds at 100%.

Inside Racing Information

Precise control of your vehicle and knowledge of the track will take you far in any racing game you play. Each super car in *Hot Pursuit* handles, drives, shifts, accelerates and brakes differently. Mastering the Z3 won't guarantee that you'll drive the Ferrari F50 with the same ease; the F50 can draw smoke rings around the Bimmer roadster. There's a myriad of variables concerning how a car handles: front wheel drive, rear wheel drive, five- or six-speed manual, tiptronic automatic...these and other differences play a major role in going for gold or going for a club sandwich.

Tournament mode has cars divided into various classes. Each successive class offers more in terms of fantastic cars, scenic tracks and speed, but the challenge level rises proportionally—you will understand the first time you take the corners of Landstrasse at 90 MPH, then take those same curves at 130 MPH. The multiple classes will give you the opportunity to adapt to the increased speed. By the time you reach the elusive McLaren F-1, you should be able to hold your own against the V-12 monster.

Staying on the road is nice, and if that's what you want, I recommend you use the map instead of the radar. Knowing exactly where your opponents are is useful, but you'll see them on the map and know their approximate location. If you listen for their engine coming up from behind, you'll be able to snake their race line—in laymen terms, cut them off. While we're on the topic of display options, set your default split time to "leader." Who cares where second place is? That's not the position you want.

Other useful tips:

- The price your must pay for repairs is proportional to the value of the car.
- The fastest way through a series of curves is a straight line.
- While airborne, you can prevent loss of control by letting off the gas.
- The best overall vehicle for handling purposes is the Porsche 911.
- Cut the apex! This rule will get you far in *Need For Speed*. See Ara's excellent *Ridge Racer Type 4* strategy guide for more information on this technique.
- Make sure that you slow down *before* a turn, not during. If you slow down while turning, you will lose control as well as speed.
- Contrary to most racing games, grass and dirt won't affect speed or control much.
- Use opposing drivers as cushions if they're taking a corner with you.
- Namco's neGcon is the best possible controller for this game; no buts about it.
- If you're trapped behind an opponent, pushing their quarter-panel with your bumper will cause them to lose a large amount of control.
- The computer will choose cars in the same class as you have chosen for Special Event mode. If you want to blast through it, choose a lower class car like the SLK in Open Entry. The computer will choose SLKs and Z3s. That's an easy and slow race.
- Earning Gold in all Tournament classes will grant access to the Phantom.
- Earning Gold in all Special Event classes will grant access to the Titan.

Special Event Vehicle Requirements, Courses and Rewards

Weekend Road Racing Classic

Car Required Fully Upgraded BMW Z3

1. Route Adonf, France
2. Landstrasse, Germany

Twilight Open Series

Car Required Open Entry

1. Kindiak Park, Canada
2. Route Adonf, France
3. Landstrasse, Germany

International Open Road Tour

Car Required Open Entry

Qualification Place first in the Regional Club Circuit

1. Landstrasse, Germany
2. Kindiak Park, Canada
3. Route Adonf, France
4. Durham Road, England

Knockout Challenge

Car Required Open Entry

Qualification Place first in the Super Sedan Challenge

Reward Place first to unlock the Open Road Knockout Competition

1. Landstrasse, Germany
2. Route Adonf, France
3. Celtic Ruins, Scotland
4. Kindiak Park, Canada
5. Durham Road, England

Corvette Pro Cup

Car Required Fully upgraded Corvette

Qualification Place first in the Grand Touring Competition

Reward Place first to win the race-bred Pro Cup Corvette

1. Landstrasse, Germany
2. Durham Road, England
3. Kindiak Park, Canada
4. Dolphin Cove, USA

Porsche Pro Cup

Car Required Fully upgraded Porsche 911

Qualification Place first in the International Supercar Series

Reward Place first to win the race-bred Pro Cup Porsche 911

1. Durham Road, England
2. Kindiak Park, Canada
3. Dolphin Cove, USA
4. Snowy Ridge, USA

Open Road Knockout Challenge

Car Required Open Entry

Qualification Place first in the Knockout Challenge

1. Celtic Ruins, Scotland
2. Durham Road, England
3. Kindiak Park, Canada

Endurance Racing Competition

Car Required Open Entry

Qualification Place first in the GT Racing Championship

1. Raceway 2, USA
2. Raceway, Italy
3. Raceway 3, Spain

Special Event Purses

Weekend Road Racing Classic

Entrance Fee	5,000
1st Place	10,000
2nd Place	7,500
3rd Place	5,000

Twilight Open Series

Entrance Fee	5,000
1st Place	12,500
2nd Place	10,000
3rd Place	7,500

International Open Road Tour

Entrance Fee	5,000
1st Place	15,000
2nd Place	10,000
3rd Place	7,500

Knockout Challenge

Entrance Fee	10,000
1st Place	45,000
2nd Place	0
3rd Place	0

Corvette Pro Cup

Entrance Fee	25,000
1st Place	20,000
2nd Place	15,000
3rd Place	10,000

Porsche Pro Cup

Entrance Fee	50,000
1st Place	100,000
2nd Place	75,000
3rd Place	50,000

Tournament Purse

Worldwide Roaster Classical	
1st Place	10,000
2nd Place	8,500
3rd Place	7,000

Regional Club Circuit

1st Place	20,000
2nd Place	17,500
3rd Place	15,000

Super Sedan Challenge

1st Place	30,000
2nd Place	27,500
3rd Place	26,000

Grand Touring Competition

1st Place	110,000
2nd Place	105,000
3rd Place	100,000

International Super Car Series

1st Place	175,000
2nd Place	150,000
3rd Place	125,000

GT Racing Championship

1st Place	250,000
2nd Place	225,000
3rd Place	200,000





Tournament Vehicle Specifications, Courses and Rewards

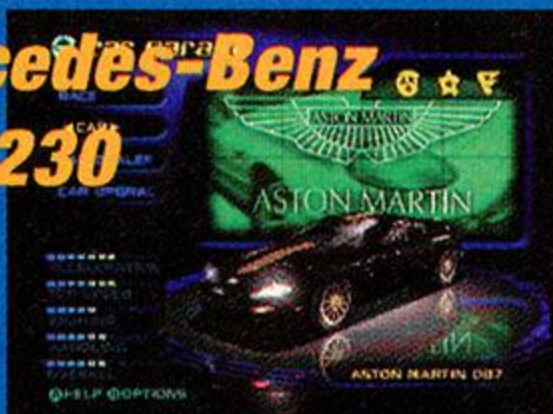
Worldwide Roadster Classic

1. Landstrasse, Germany

2. Route Adonf, France

3. Kindiak Park, Canada

Mercedes-Benz SLK 230



Acceleration	(0-60 mph)—7.1 sec.
Braking Distance	(60-0 mph)—118 ft.
Roadholding Index	0.85
Base Number of Cylinders	4
Base Engine Size	2.3 liters
Displacement	2,295 cc
Horsepower	193 hp @ 5,300 rpm
Torque	200 lbs./ft. @ 4,800 rpm
Maximum RPM	5,800

Length	159.8 in.
Width	68.6 in.
Height	51.6 in.
Weight	2,972 lbs.
Wheelbase	94.5 in.

Vehicle Cost	20,000
Level 1 Upgrade	3,000
Level 2 Upgrade	5,250
Level 3 Upgrade	6,750



BMW Z3 2.8



Acceleration	(0-60 mph)—6.3 sec.
Braking Distance	(60-0 mph)—118 ft.
Roadholding Index	0.89
Base Number of Cylinders	6
Base Engine Size	2.8 liters
Displacement	2,793 cc
Horsepower	193 hp @ 5,500 rpm
Torque	206 lbs./ft. @ 3,500 rpm
Maximum RPM	6,300

Length	159.4 in.
Width	68.5 in.
Height	50.9 in.
Weight	2,910 lbs.
Wheelbase	96.3 in.

Vehicle Cost	20,000
Level 1 Upgrade	3,000
Level 2 Upgrade	5,250
Level 3 Upgrade	6,750



Regional Club Circuit

1. Route Adonf, France

2. Landstrasse, Germany

3. Kindiak Park, Canada

4. Durham Road, England

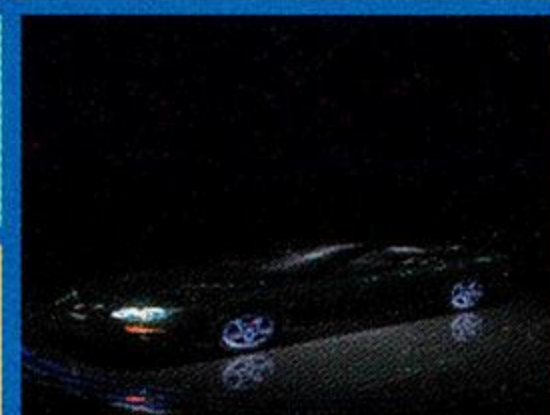
Camaro Z28



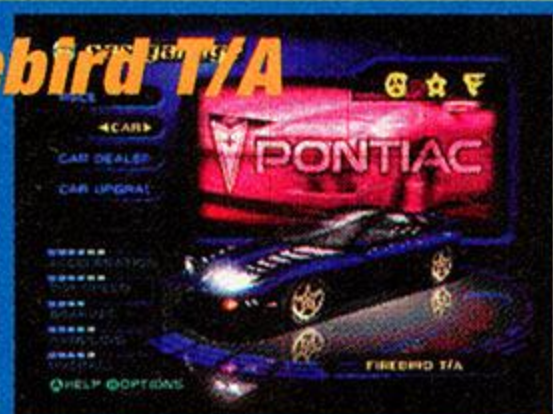
Acceleration	(0-60 mph)—5.1 sec.
Braking Distance	(60-0 mph)—114 ft.
Roadholding Index	0.87
Base Number of Cylinders	8
Base Engine Size	5.7 liters
Displacement	5,672 cc
Horsepower	305 hp @ 5,200 rpm
Torque	335 lbs./ft. @ 4,000 rpm
Maximum RPM	6,000
Top Speed	160 MPH

Length	193.5 in.
Width	74.1 in.
Height	51.3 in.
Weight	3,331 lbs.
Wheelbase	101.1 in.

Vehicle Cost	22,000
Level 1 Upgrade	3,300
Level 2 Upgrade	5,775
Level 3 Upgrade	7,425



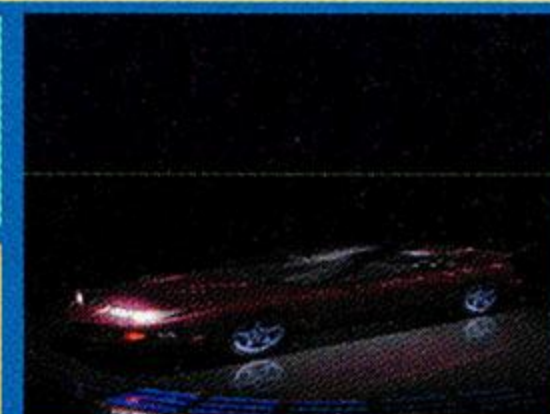
Firebird T/A



Acceleration	(0-60 mph)—5.3 sec.
Braking Distance	(60-0 mph)—120 ft.
Roadholding Index	0.86
Base Number of Cylinders	8
Base Engine Size	5.7 liters
Displacement	5,665 cc
Horsepower	305 hp @ 5,200 rpm
Torque	335 lbs./ft. @ 4,000 rpm
Maximum RPM	6,000
Top Speed	157

Length	193.8 in.
Width	74.5 in.
Height	52.0 in.
Weight	3,477 lbs.
Wheelbase	101.1 in.

Vehicle Cost	22,000
Level 1 Upgrade	3,300
Level 2 Upgrade	5,775
Level 3 Upgrade	7,425



Reward—Rank in the top three to unlock Durham Road. Place first to unlock International Open Road Tour.

Super Sedan Challenge

1. Kindiak Park, Canada

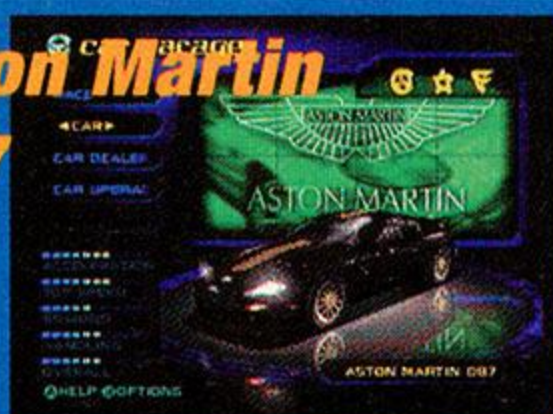
2. Route Adonf, France

3. Durham Road, England

4. Landstrasse, Germany

5. Celtic Ruins, Scotland

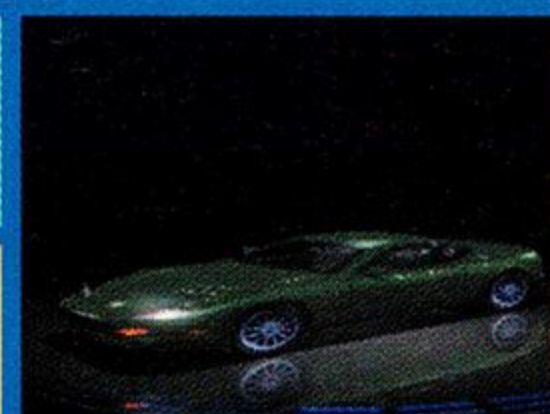
Aston Martin DB7



Acceleration	(0-60 mph)—5.6 sec.
Braking Distance	(60-0 mph)—180 ft.
Roadholding Index	0.91
Base Number of Cylinders	6
Base Engine Size	3.2 liters
Displacement	3,239 cc
Horsepower	335 hp @ 6,000 rpm
Torque	361 lbs./ft. @ 3,000 rpm
Maximum RPM	6,000
Tops Speed	165 MPH

Length	182.9 in.
Width	72.0 in.
Height	48.7 in.
Weight	3,913 lbs.
Wheelbase	101.2 in.

Vehicle Cost	40,000
Level 1 Upgrade	6,000
Level 2 Upgrade	10,500
Level 3 Upgrade	13,500



Jaguar XKR



Acceleration	(0-60 mph)—5.2 sec.
Braking Distance	(60-0 mph)—180 ft.
Roadholding Index	0.91
Base Number of Cylinders	8
Base Engine Size	4.0 liters
Displacement	3,996 cc
Horsepower	370 hp @ 6,150 rpm
Torque	387 lbs./ft. @ 3,600 rpm
Maximum RPM	6,200
Tops Speed	155 MPH

Length	187.4 in.
Width	79.3 in.
Height	51.0 in.
Weight	3,616 lbs.
Wheelbase	101.9 in.

Vehicle Cost	40,000
Level 1 Upgrade	6,000
Level 2 Upgrade	10,500
Level 3 Upgrade	13,500



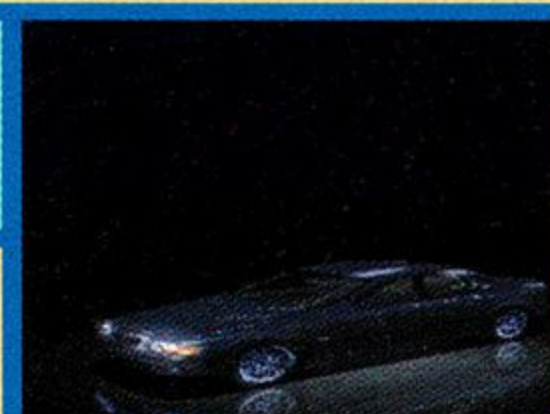
BMW M5



Acceleration	(0-60 mph)—5.0 sec.
Braking Distance	(60-0 mph)—120 ft.
Roadholding Index	0.89
Base Number of Cylinders	8
Base Engine Size	5.0 liters
Displacement	4,941
Horsepower	400 hp @ 6,600 rpm
Torque	369 lbs./ft. @ 3,800 rpm
Maximum RPM	7,000
Tops Speed	161 MPH

Length	191.4 in.
Width	72.0 in.
Height	57.5 in.
Weight	3,957 lbs.
Wheelbase	111.4 in.

Vehicle Cost	45,000
Level 1 Upgrade	6,750
Level 2 Upgrade	11,813
Level 3 Upgrade	15,



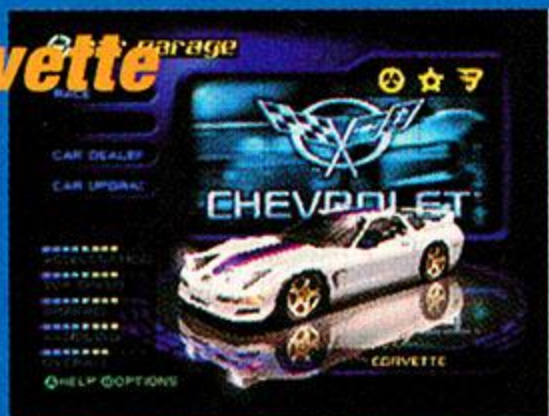
Reward—Rank in the top three to unlock Celtic Ruins. Place first to unlock the Knockout Challenge.



Grand Touring Competition

1. Durham Road, England 2. Landstrasse, Germany 3. Celtic Ruins, Scotland 4. Kindiak Park, Canada 5. Route Adonf, France 6. Dolphin Cove, USA

Corvette



Acceleration	(0-60 mph)—5.3 sec.
Braking Distance	(60-0 mph)—125 ft.
Roadholding Index	0.91
Base Number of Cylinders	8
Base Engine Size	5.7 liters
Displacement	5,666 cc
Horsepower	345 hp @ 5,600 rpm
Torque	350 lbs./ft. @ 4,400 rpm
Maximum RPM	6,000
Top Speed	170 MPH

Length	179.1 in.
Width	73.6 in.
Height	47.9 in.
Weight	3,120 lbs.
Wheelbase	104.5 in.

Vehicle Cost	60,000
Level 1 Upgrade	9,000
Level 2 Upgrade	15,750
Level 3 Upgrade	20,250



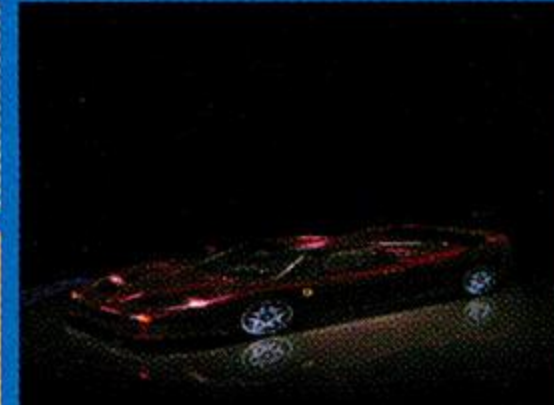
Ferrari 550



Acceleration	(0-60 mph)—4.3 sec.
Braking Distance	(60-0 mph)—115 ft.
Roadholding Index	0.86
Base Number of Cylinders	12
Base Engine Size	5.5 liters
Displacement	5,474 cc
Horsepower	485 hp @ 7,000 rpm
Torque	420 lbs./ft. @ 5,000 rpm
Maximum RPM	7,500
Top Speed	199 MPH

Length	179.1 in.
Width	76.2 in.
Height	50.3 in.
Weight	3,726 lbs.
Wheelbase	104.2 in.

Vehicle Cost	75,000
Level 1 Upgrade	11,250
Level 2 Upgrade	19,688
Level 3 Upgrade	25,313

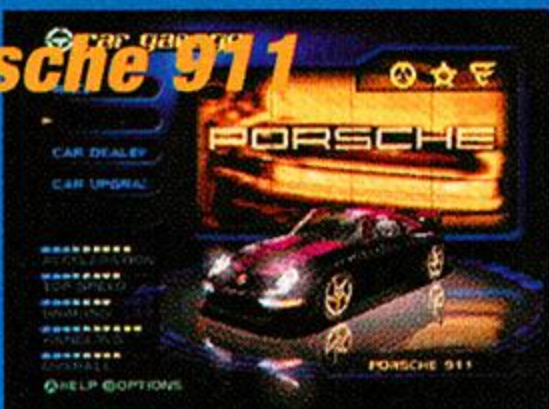


Rewards—Rank in the top three to unlock Dolphin Cove. Place first to unlock the Corvette Pro Cup.

International Supercar Series

1. Celtic Ruins, Scotland 2. Kindiak Park, Canada 3. Landstrasse, Germany 4. Route Adonf, France 5. Durham Road, England 6. Dolphin Cove, USA 7. Snowy Ridge, USA

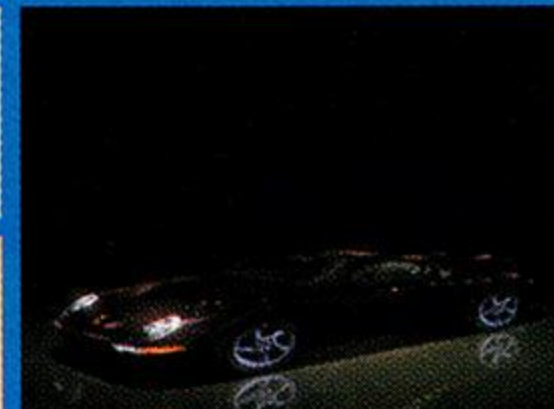
Porsche 911



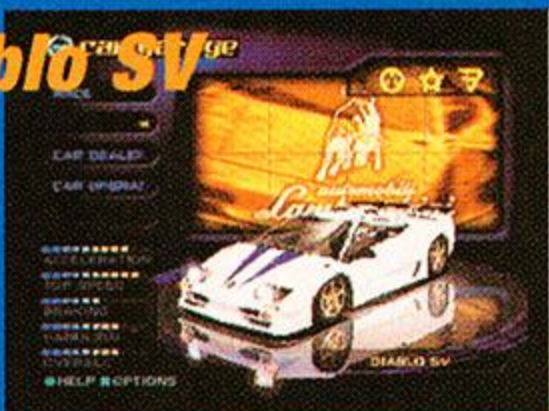
Acceleration	(0-60 mph)—4.4 sec.
Braking Distance	(60-0 mph)—115 ft.
Roadholding Index	0.86
Base Number of Cylinders	6
Base Engine Size	3.6 liters
Displacement	3,600 cc
Horsepower	408 hp @ 5,750 rpm
Torque	400 lbs./ft. @ 4,500 rpm
Maximum RPM	6,300
Top Speed	180 MPH

Length	170.4 in.
Width	71.8 in.
Height	52.6 in.
Weight	3,307 lbs.
Wheelbase	92.5 in.

Vehicle Cost	175,000
Level 1 Upgrade	17,500
Level 2 Upgrade	30,625
Level 3 Upgrade	39,375



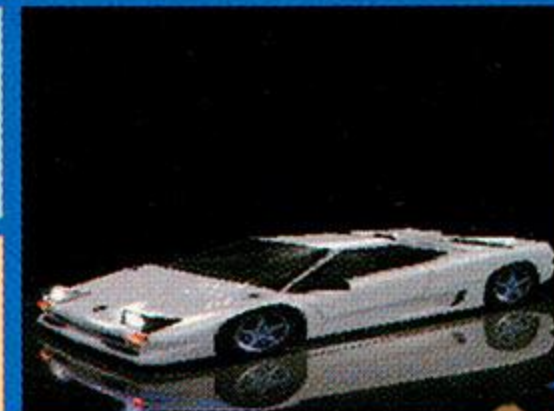
Diablo SV



Acceleration	(0-60 mph)—3.8 sec.
Braking Distance	(60-0 mph)—115 ft.
Roadholding Index	0.71
Base Number of Cylinders	12
Base Engine Size	5.7 liters
Displacement	5,707 cc
Horsepower	529 hp @ 7,100 rpm
Torque	443 lbs./ft. @ 5,500 rpm
Maximum RPM	7,300
Top Speed	208 MPH

Length	178.8 in.
Width	81.6 in.
Height	44.2 in.
Weight	3,575 lbs.
Wheelbase	104.3 in.

Vehicle Cost	200,000
Level 1 Upgrade	20,000
Level 2 Upgrade	35,000
Level 3 Upgrade	45,000



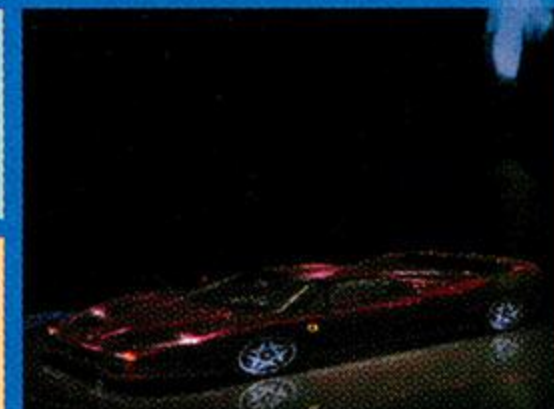
Ferrari F50



Acceleration	(0-60 mph)—3.7 sec.
Braking Distance	(60-0 mph)—115 ft.
Roadholding Index	0.85
Base Number of Cylinders	12
Base Engine Size	4.7 liters
Displacement	4,700 cc
Horsepower	513 hp @ 8,500 rpm
Torque	347 lbs./ft. @ 6,500 rpm
Maximum RPM	8,500
Top Speed	202 MPH

Length	176.4 in.
Width	78.2 in.
Height	44.1 in.
Weight	3,080 lbs.
Wheelbase	103.1 in.

Vehicle Cost	225,000
Level 1 Upgrade	11,250
Level 2 Upgrade	19,688
Level 3 Upgrade	25,313



Reward—Rank in the top three to unlock Snowy Ridge. Place first to unlock the Porsche Pro Cup.

GT Racing Championship



1. Raceway 2



2. Raceway



3. Raceway 3

Mercedes-Benz CLK-GTR



Acceleration	(0-60 mph)—4.0 sec.
Braking Distance	(60-0 mph)—102 ft.
Roadholding Index	0.86
Base Number of Cylinders	12
Base Engine Size	6.0 liters
Displacement	5,987 cc
Horsepower	600 hp @ 7,000 rpm
Torque	400 lbs./ft. @ 4,500 rpm
Maximum RPM	6,300
Top Speed	200 MPH

Length	194.2 in.
Width	78 in.
Height	44 in.
Weight	2,200 lbs.
Wheelbase	108.5 in.

Vehicle Cost	500,000
Level 1 Upgrade	N/A
Level 2 Upgrade	N/A
Level 3 Upgrade	N/A



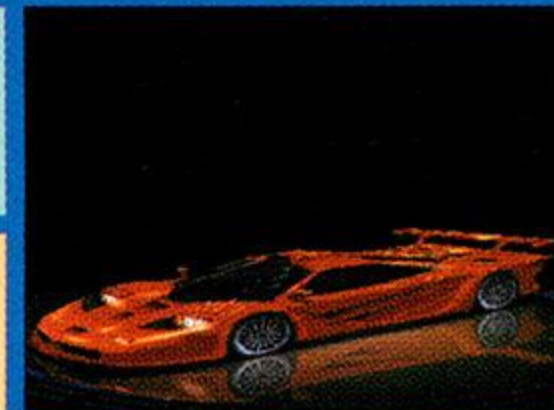
McLaren F-1 GTR



Acceleration	(0-60 mph)—2.05 sec.
Braking Distance	(60-0 mph)—102 ft.
Roadholding Index	0.89
Base Number of Cylinders	12
Base Engine Size	6.0 liters
Displacement	5,990 cc
Horsepower	600 hp @ 7,300 rpm
Torque	506 lbs./ft. @ 4,500 rpm
Maximum RPM	7,300
Top Speed	235 MPH (estimated)

Length	193.8 in.
Width	75.6 in.
Height	44.0 in.
Weight	2,017 lbs.
Wheelbase	108.5 in.

Vehicle Cost	500,000
Level 1 Upgrade	N/A
Level 2 Upgrade	N/A
Level 3 Upgrade	N/A



Reward—Rank in the top three to unlock Raceway tracks. Place first to unlock the Endurance Racing Competition.



Course Data

Landstrasse, Germany

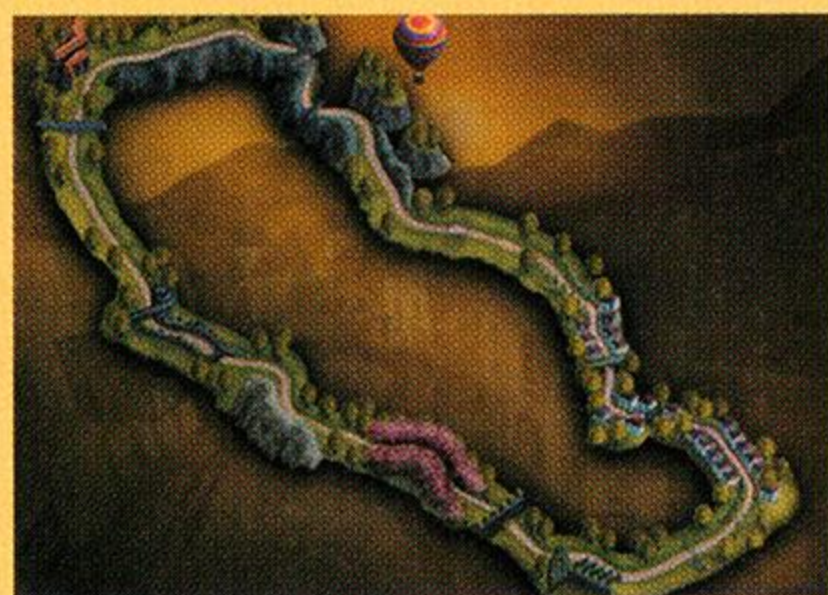


1. Enter this left turn from the right lane. Prepare to cut the apex. The Hand Brake might be necessary if you don't want to ride the grass.
2. Hug the left wall for this gradual left turn. You won't lose any speed here if you stay in control.
3. This right turn in the village will kill you if you don't slow down. It's a sharp right; take it accordingly.
4. This gradual turn isn't too difficult; just make sure you're ready for it.
5. The Hand Brake will come in handy (pun intended) on this corner. It's very sharp; mess up

- and you'll end up in the grass.
6. This small kink in the road before the inclined tunnel may surprise you. Slow down or cut the apex.
7. This hairpin is over the top. Slow down and slam on the Hand Brake.
8. Maintaining a solid raceline will guarantee that you don't lose any speed on the "esses."
9. Before entering the Di tunnel, check your rearview. You don't want any pesky Paparazzi following behind. Take this one on the inside and use the brakes when necessary.
10. The last turn is a quickie; take it from the outside and you'll be okay.



Route Adonf, France

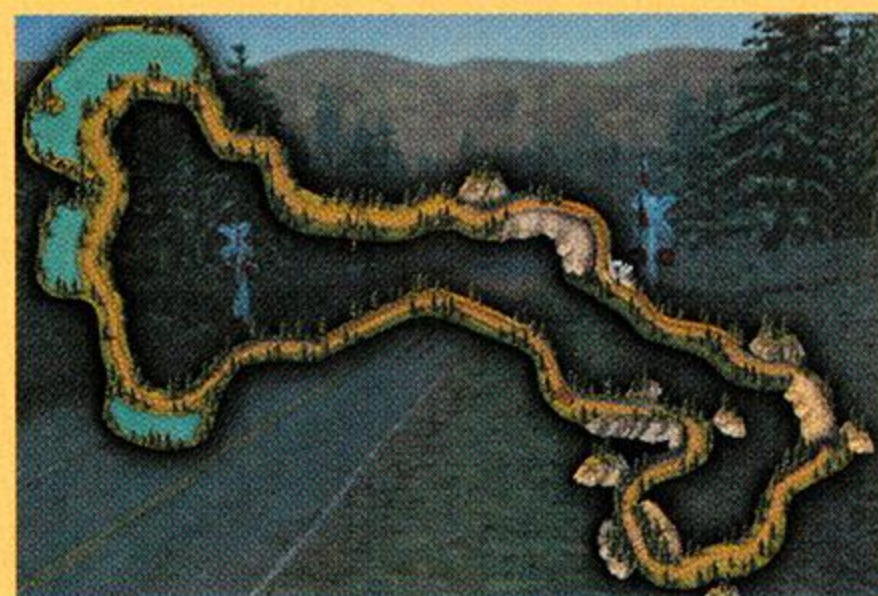


1. The "esses" in the village will pose a potential threat if you take them too fast. Take the raceline as fast as you can without wiping out.
2. This right turn is a bear. Slow down and cut the apex. You should end up just short of hitting the building to the left.
3. The left curve is the first of three (left, right, left). Slow down in preparation for the proceeding turns. Follow the golden rule: Cut the apex.
4. Don't be fooled by the small left curve near the cottage. Take it with caution.
5. Your car will catch some air if you're going too fast. Let off on the gas while airborne.
6. Take this left curve too fast and your high

- priced hobby will run straight into the castle ahead.
7. Keep the raceline for the "esses". Driving in the dirt won't affect your speed too much.
8. This is corner at full speed. Press firmly on the brakes upon exiting the turn. The one that follows has a harder angle.
9. The orchards consist of three curves. A medium left, a quick hard right, then left again. Deceleration is recommended.
10. These are the final turns before the lap ends.



Kindiak Park, Canada



1. If you pick up too much speed at the outset of this course, the "esses" may prove dangerous. Cut through to the right of the trees if you need to; know that you'll be driving on dirt if you do this.
2. The first of the two lefts isn't too harsh, cut the apex. The second turn is more drastic.
3. Cut through the dirt on the right, then on the left. The speed you'll lose will be made up in the distance you won't have to travel.
4. Watch out for this small hill. You'll catch some air and lose control in the process.
5. Hug the inside on this corner, but don't hit the divider. Ease into the outside upon egress of this corner.

6. Drive towards this shack like tunnel from the outside lane. Cut the apex or you'll hit the side of the canyon.
7. Ease up on the gas, use some pressure on the brakes and tap the Hand Brake for this extreme "U".
8. Cut through the dirt on the left here. Swing out slightly when leaving the turn.
9. Once again, you'll need to enter this tunnel with caution. Remember: from outside to in, then back again.
10. Maintain your high speed here, but watch out for the slight curvature in the road.



Hot Pursuit Mode

Selecting the BMW M5 Police Edition changes the way this mode plays. Instead of running from the law, you'll be the law. The M5 is the only Police vehicle available at the outset. To finish Hot Pursuit mode, you'll need to arrest ten drivers. Use the M5 to unlock the Porsche 911. When you've un-

locked the 911, use it to access the Diablo SV. Lastly, the Diablo SV will release the Police Helicopter.



For Cheaters Only

If you're not skilled enough to earn the three hidden vehicles legitimately, you can do so with these codes. Enter the following passcodes as your user name to access the appropriate vehicle:

HOTRODaccess Titan
FLASHaccess Phantom
WHIRLYaccess Police Helicopter



Durham Road, England

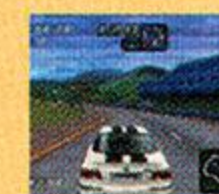
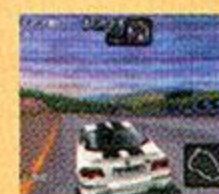
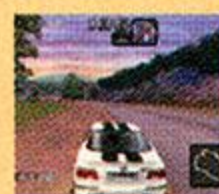


1. Speeding through the series of curves won't be a problem. Keeping your vehicle on the road might be tough.
2. Cut from inside to inside on these curves. Watch out for the pillars holding up the ramp.
3. Take it easy on the right turn that leads to the tunnel.
4. This well-lit tunnel will either be very easy or extremely difficult. Cut the apex and it'll be cake.
5. Take the left route when you come to the divider in the road.
6. Cut to the inside on this right curve. Don't hit the center divider when you make the

transition.

7. These two right turns are wide enough for you to relax a bit. Try not to lose any speed.
8. You'll want to slow down before jumping off this little hill. If you fly off too fast, you'll wind up right in the bushes.
9. Take this left turn from the outside to inside, but be sure to make use of the brakes. It's a really harsh corner.
10. The last corner of the lap is harder than it looks. Once again, use the skills you've mastered. Ease up on the gas, cut the apex and speed out of the turn.

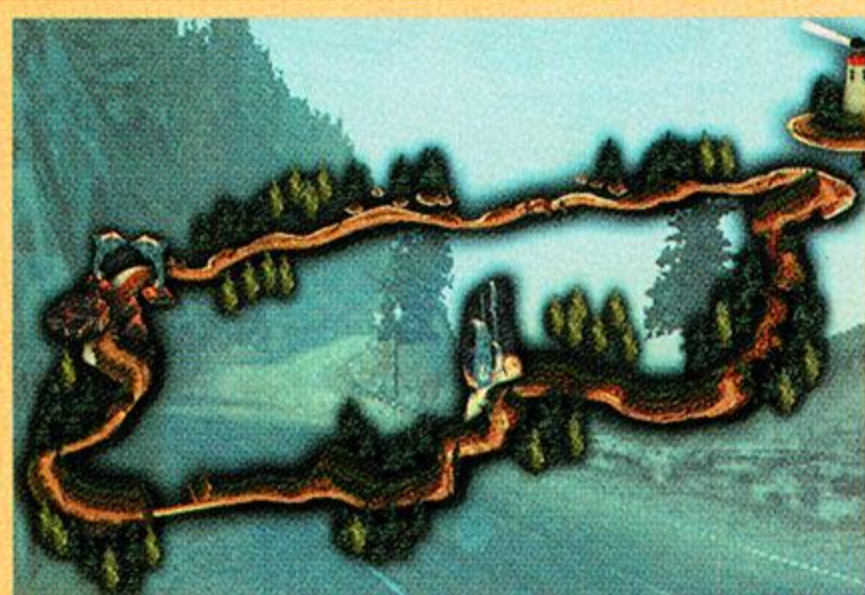
Celtic Ruins, Scotland



1. These tight S curves will test your driving skills. You can maintain top speed if you corner properly.
2. The Ruins will give you a lot of room to pick up some serious speed.
3. This blind corner will catch you if you've got too much speed and not enough control coming out of the Ruins.
4. This gradual right curve is the beginning of the forest.
5. Hug the inside track on the curve shown here. The dirt won't slow your car down.
6. Watch the latter portion of this right turn. You might eat it if you're not cautious.

7. Cut from outside to inside on this short corner.
8. This corner is almost identical to the previous one.
9. Cut through the trees to gain some time. It's all about the raceline.
10. Nothing but speed from here until the finish line.

Dolphin Cove, USA



1. Begin this corner from the outside. Even at low speeds, the angle of the corner will force you into the surrounding buildings.
2. Don't let this corner ruin your lap time. It's worse than it looks.
3. Keep your speed and cut through the "esses." Don't hit the canyon or wall.
4. Drop your speed and use the Hand Brake to make it through this "U" without too much loss of speed or control.
5. Although narrow, the forest area isn't overly difficult. Just zip through the "S" curves with confidence.
6. This small right curve is just before a sharp

right corner. Use it as a marker.

7. Cut the apex on this corner before the waterfall. If you forget to do so, you'll be up close and personal with the bridge ahead.
8. This curve is another "marker." Beyond this curve lies a series of quick turns. Drive accordingly.
9. Position your car as shown while driving through these quick corners. Be prepared to let up on the gas.
10. Last turn of Dolphin Cove is relatively easy. Just ease into it.

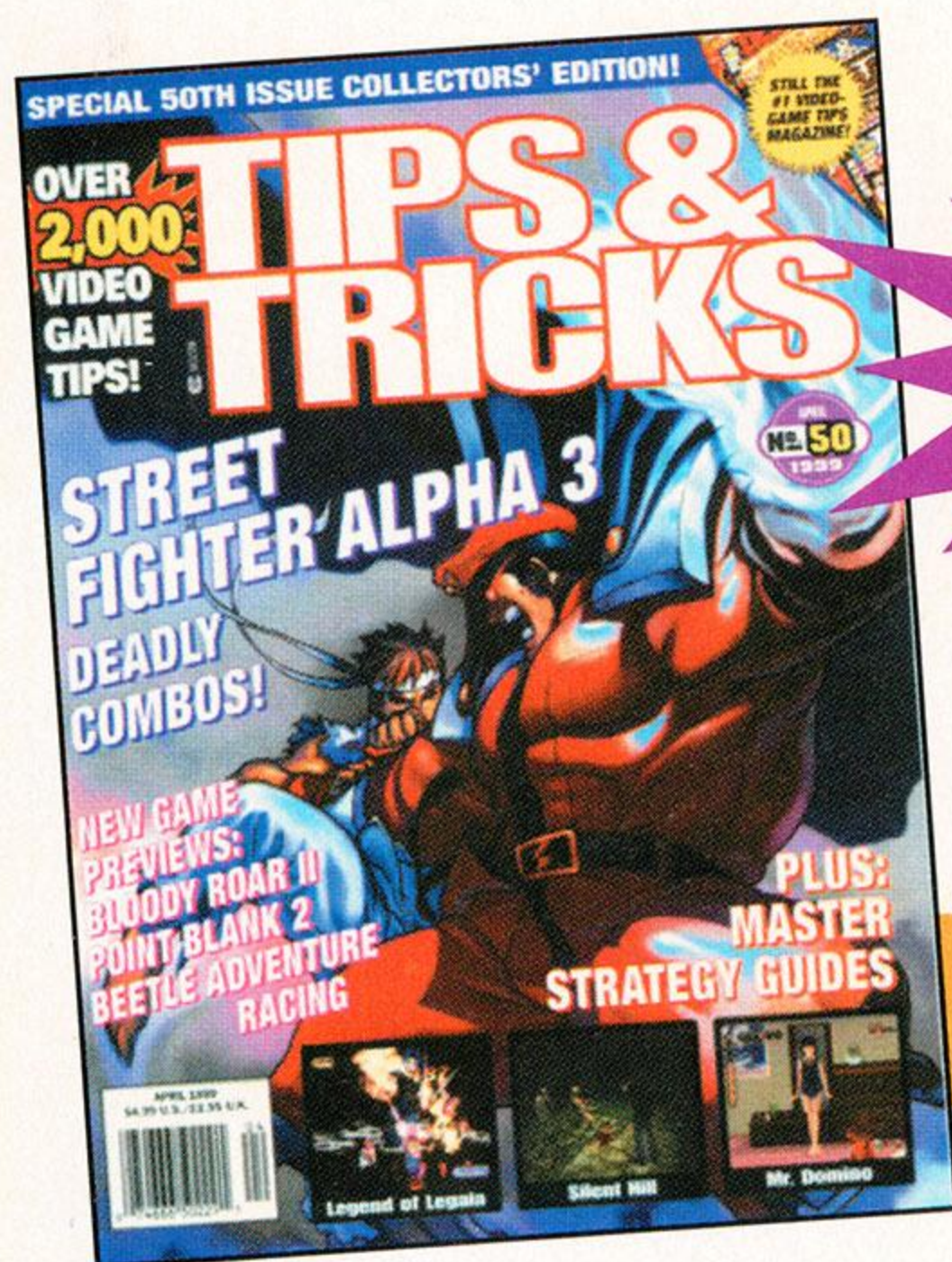
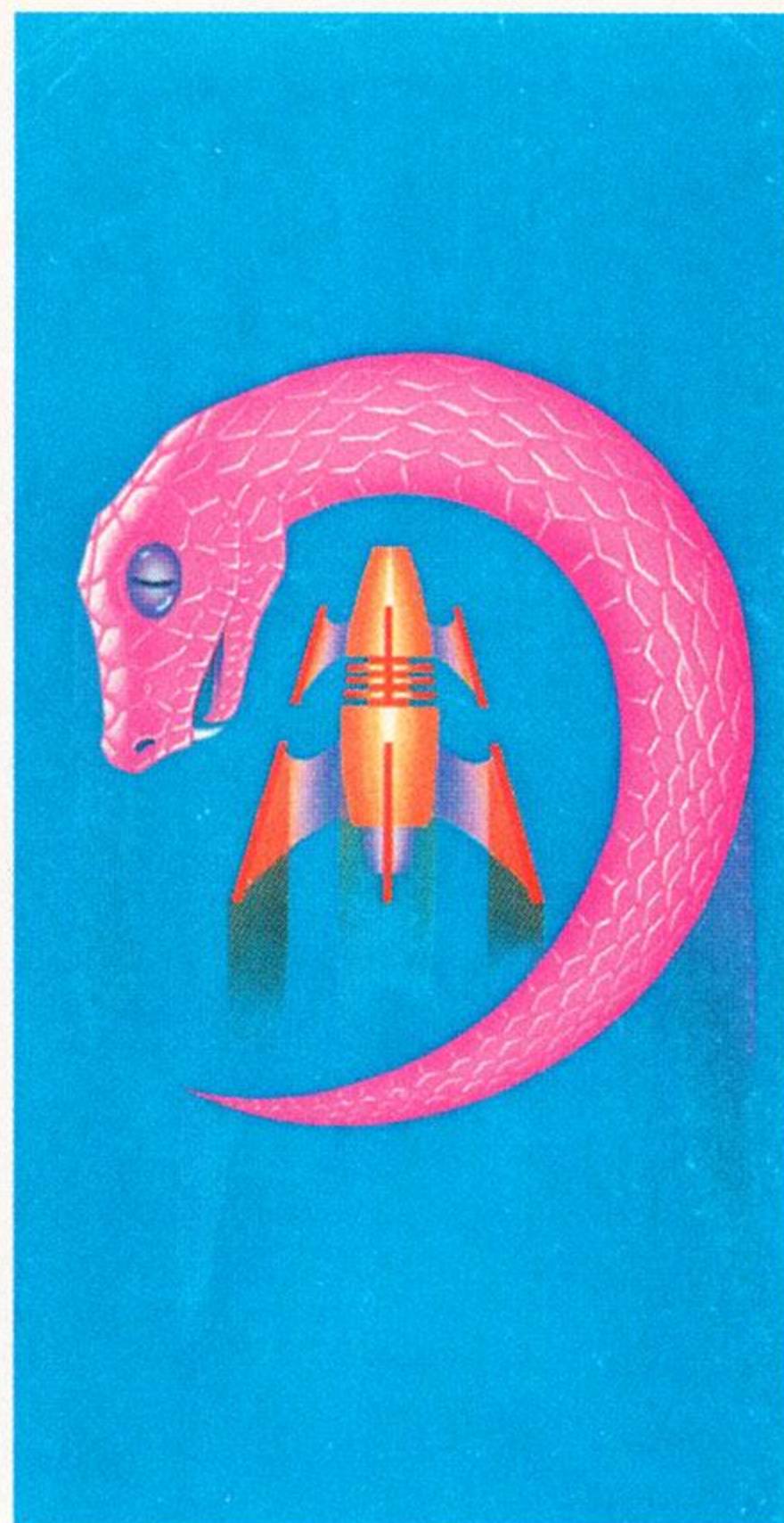
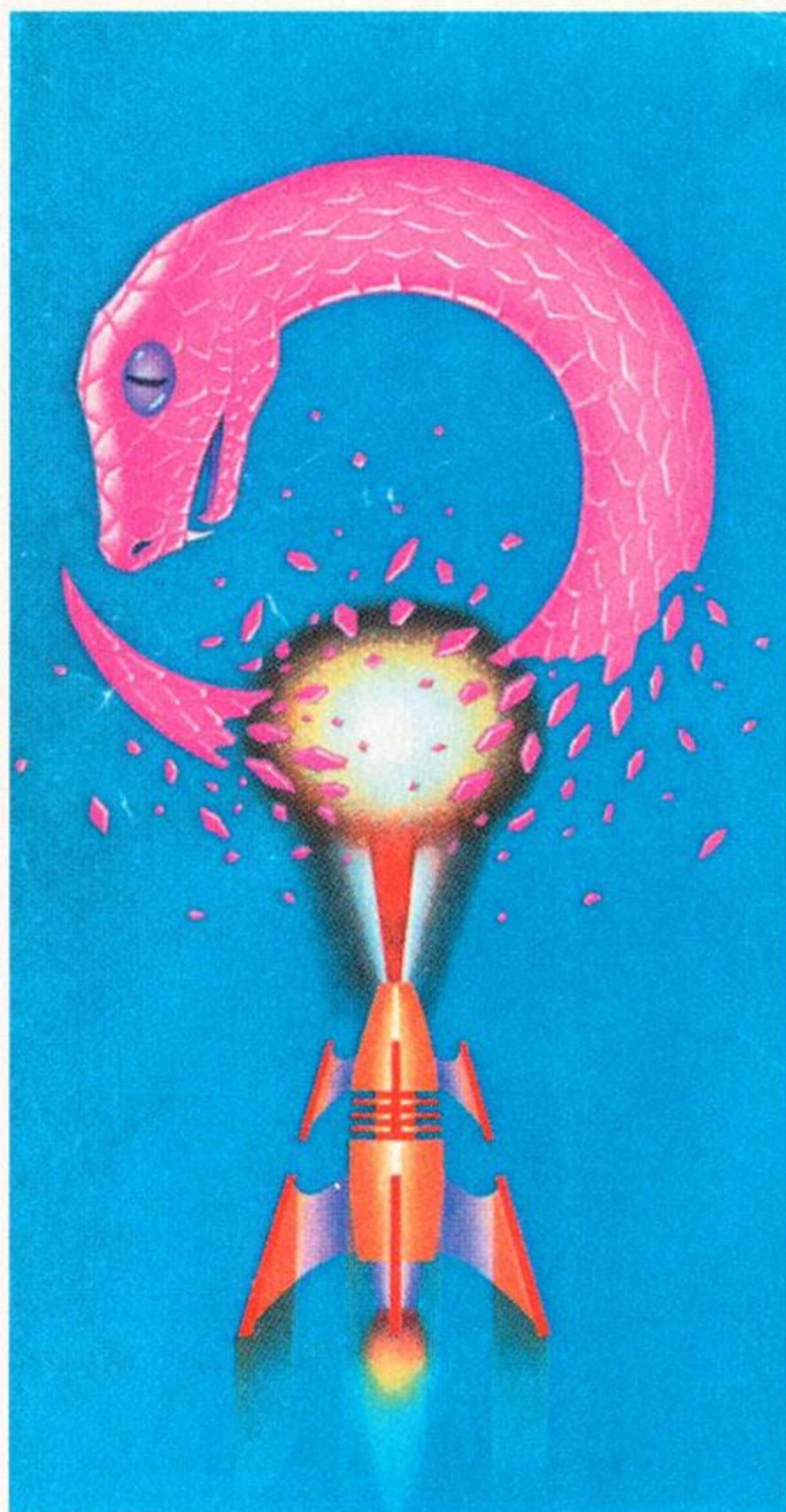
Snowy Ridge, USA



1. This corner early into the lap can cause you to slide uncontrollably.
2. Try to cut the apex here. The black ice won't make things too easy.
3. Here's another turn you'll need to slide into. Don't speed through this one.
4. Ride through the snow. Be very careful, you don't want your small shortcut to backfire.
5. This tight corner is just before a deadly "U."
6. Stay centered or hug the inside of the "U." Don't speed too much or you'll slide out of control.

7. Yet another "ee-vil" corner in the gauntlet. Once again, you won't be able to pick up too much speed here.
8. The black ice might mess up your raceline into the tunnels. Stay in control.
9. These tunnels will be your last-ditch effort at picking up some decent speed.
10. You're on the home stretch. No black ice and a wide track.

Which player is making a terrible mistake?



The player on the left has destroyed a Kemplus snake in Rainbow Zone Three for 100 points. But the player on the right didn't make that mistake. He's docked with a Kemplus snake and is racking up over 1,000 points. You would have known this if *TIPS & TRICKS* had been around in 1983 when you were at the arcade playing *Vanguard*. Fortunately, you live in an enlightened age; the video games may be tougher than ever, but you now have access to a secret weapon that players of the '80s never even dreamed of. *TIPS & TRICKS* gives you an advantage by revealing insider information about how to master your favorite games, exposing their secrets for your eyes only. And if you subscribe now, you'll save a ton of money; that's playing it smart, like the player on the right.

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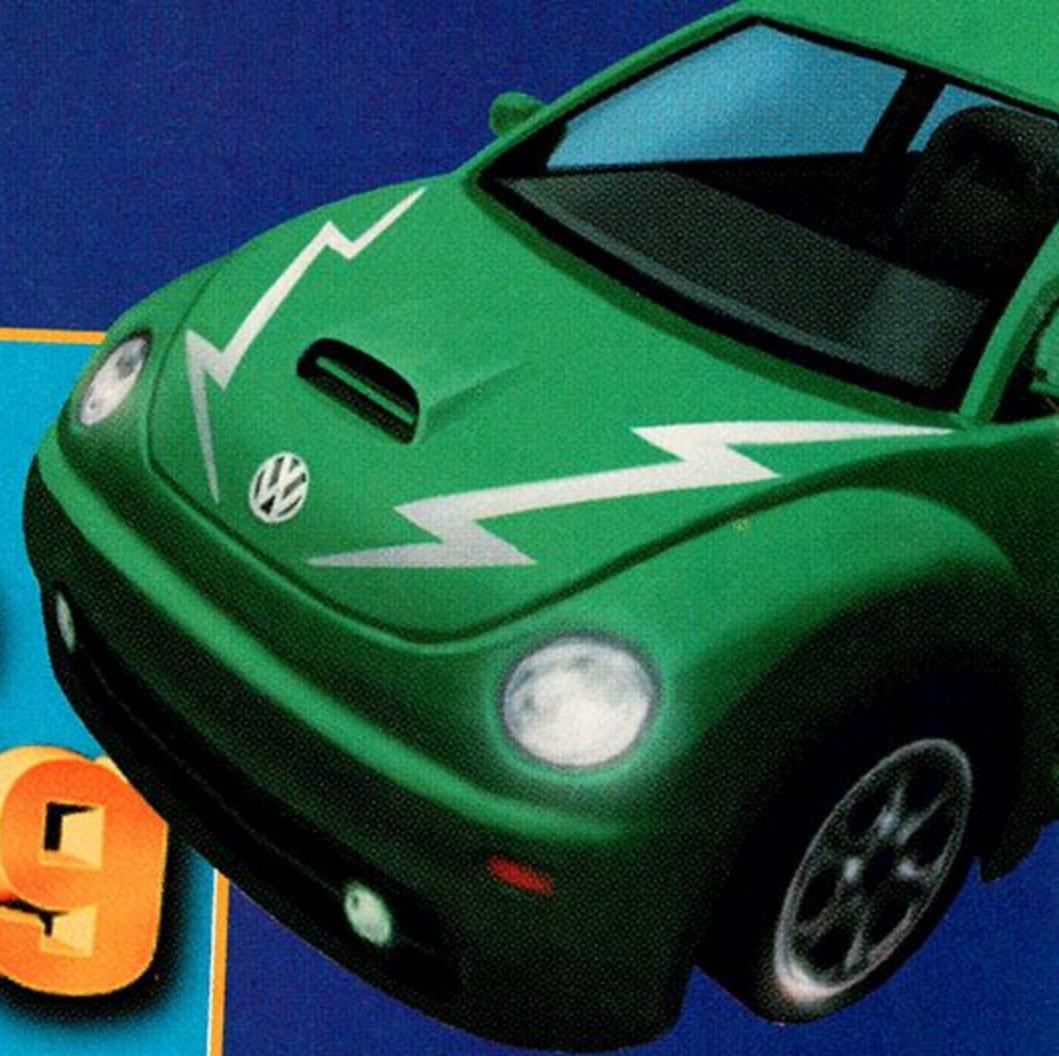
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Beetle Adventure Racing

By Ara Shirinian



In 1938, Ferdinand Porsche created the first Volkswagen. With WW2 and numerous other problems coinciding with the introduction of Porsche's "people's car," the Beetle's future looked dismal from the very beginning. It was not until

almost ten years later that its production began to increase substantially. Despite this, over the years the Beetle has become one of the world's most recognizable and popular cars. I suppose it was only a matter of time before someone made a video game devoted to it. *Beetle Adventure Racing* is most aptly described as a cross between *Need For Speed* and *Motor Toon Grand Prix*. The developers have done an excellent job in creating a game that's not only highly polished, it captures precisely the spirit and essence of the VW Beetle.



Driving Techniques



Cornering

Because there is both a normal and a hand brake in *BAR*, when it comes to negotiating corners you have a lot of options. Firstly, applying the hand brake in 99% of all situations is a bad idea. Although they will allow you to turn your car more sharply, the unfortunate side-effect is that you'll have almost no grip until your car loses too much speed. Your normal brake isn't nearly as powerful, but you'll still be able to steer through turns if you use them. If you apply brakes while accelerating through a turn, you'll be able

to get your beetle to drift a little. Having said all that, when the turns are not too sharp, you will want to use your brakes as little as possible. Simply letting off the gas before turning seems to be the fastest way to negotiate turns, provided you are letting off sufficiently early. Keep in mind that the penalty for hitting the track barrier is usually high, so don't be afraid to go a bit slow through some turns. Until you become accustomed to the car's handling—if you try to push the envelope, you will most certainly break it.

Getting Stuck

BAR allows your car to get stuck in all kinds of unpredictable places. If you test the limits of the game engine by trying silly things with your car—such as running into things at unusual angles—you will definitely find them. Weird things start to happen when there is some kind of disparity between what surfaces each of your wheels are touching. For example, if your front wheels are touching a wall and your rear wheels are touching the ground (it does happen), it will take an unusually long time to get your car back to where it should be. Sometimes you can get your car to stick to some walls for over five sec-

onds before it realizes, "Oh, I'm not supposed to be driving on walls." Most of these situations arise because your car is oriented in a strange way just after running over a jump. Unfortunately, the orientation of the Beetle is highly sensitive to how you run it off jumps, so sometimes these events will appear to happen randomly. The worst part is that you can lose enormous amounts of time (and probably the race) if even one of these types of things happen. The key to getting your car to behave is to take it easy, especially when approaching the crest of a hill.

Interaction With Opponent Cars

The computer cars in Championship mode are fairly predictable, although their behaviors have some dynamic properties as well, which can either work to your benefit or disadvantage. However, there are a few things that the computer cars will do consistently each and every time. First: Never, ever hit the side of an opponent's car from the outside of a turn. While it makes no sense, if you do this, the computer car will start drifting outward, and will slow both cars down. But it won't stop there—unless you're lucky, the computer car will usually push your car toward the outside edge of the turn, either running you off the course or pressing you into whatever happens to be there. In both situations, you'll lose huge amounts of time. The situation is sort of symmetrical. You can hit computer cars on the side from the inside of the turn without much consequence. Second: Hitting computer cars from the rear almost always makes them slow down a

little bit. This effect is exaggerated if you nudge them on the left or right sides of their rear, since then it will tend to slow them down and point them in the wrong direction, at least temporarily. It doesn't really cost you any time, so long as you are hitting them in the back. Besides, it's fun to give each of your opponents a little swipe just before passing (that'll show 'em!) You can even get the computer cars to explode if you smash them between your car and an obstacle as long as you're going fast enough. Third: At seemingly random intervals, computer cars will suddenly gain a lot of speed temporarily, as if they picked up a Nitro or something. This can be highly annoying, but there's nothing you can do about it. Because of this, don't think you're home free once you reach 1st place. No matter how fast you're going, the game seems to make sure that the gap between first and second place doesn't get too big.



Beetle Adventure Racing

Tricks

If you enjoy showing off (then again, who doesn't?), there are a couple of stunts that you can get your Beetle to do. They won't give you any advantage but they sure look cool. You can do a 360° spin while in the air if you hold down the hand brake button and turn sharply just before reaching

a jump at high speed. A more difficult maneuver is to land on top of an opponent's car from above. It will act as a springboard and bounce your car high into the air. If you're extra bored, you can even get the Beetle to do donuts by holding either left or right and both gas and brake buttons at once.



Cars

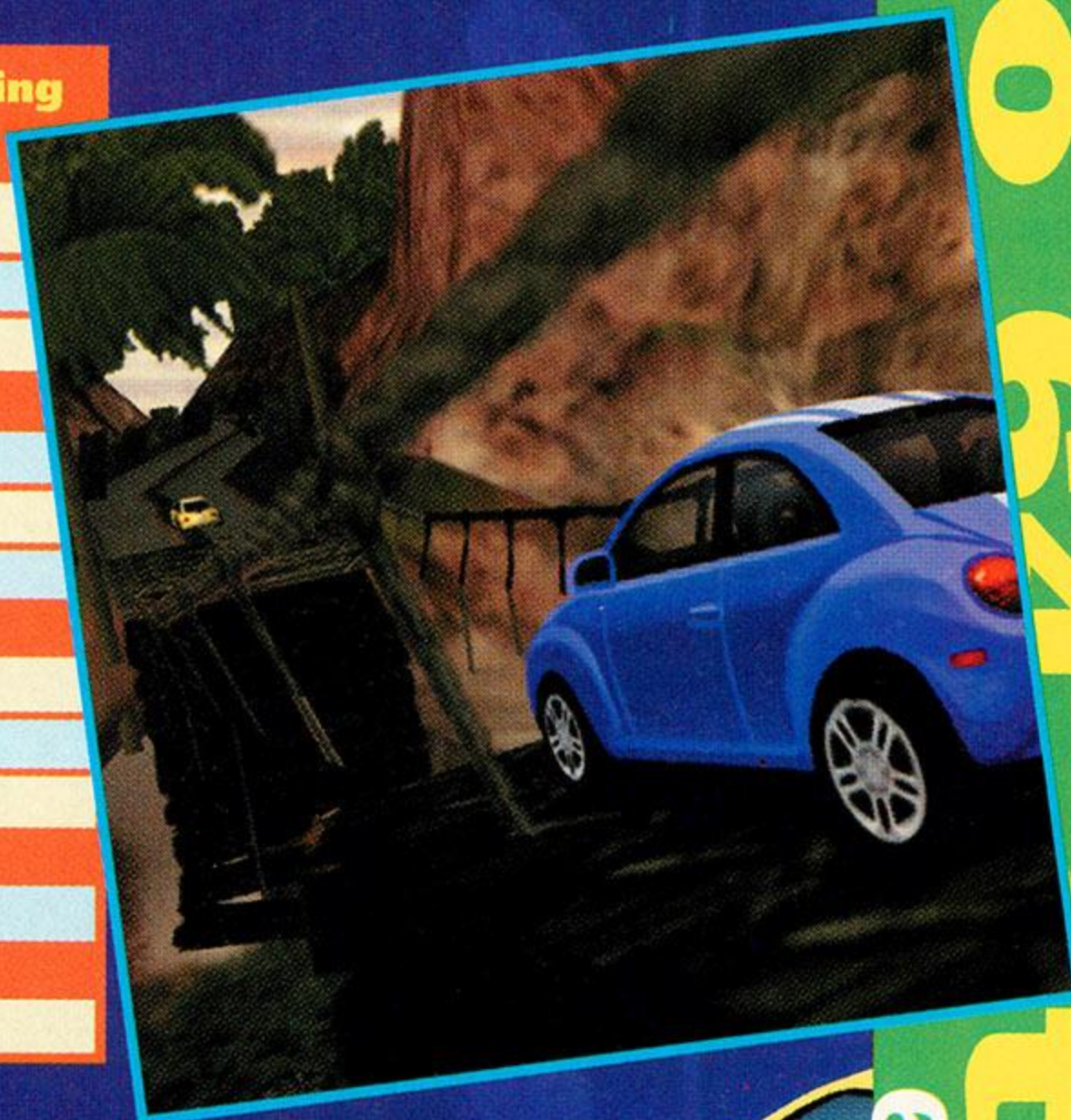


When you first begin *BAR*, you'll only be able to select from the first three cars. Whenever you place first in a championship, you'll earn its corresponding cars as listed below. For

each group of cars, the Beetle of choice is the one with high acceleration. Its overall stats are slightly higher than the other two cars in its group.



	Car	Championship to Win	Top Speed	Acceleration	Handling
1	Red	n/a	3	4	3
2	Yellow	n/a	4	3	2
3	Blue	n/a	2	3	4
4	Purple	Novice	5	6	5
5	Light Blue	Novice	6	5	4
6	Green	Novice	4	5	6
7	Pink	Advanced	7	8	7
8	Aqua	Advanced	8	7	6
9	Maroon	Advanced	6	7	8
10	Alien	Pro	9	9	9
11	Police	Bonus	10	10	10



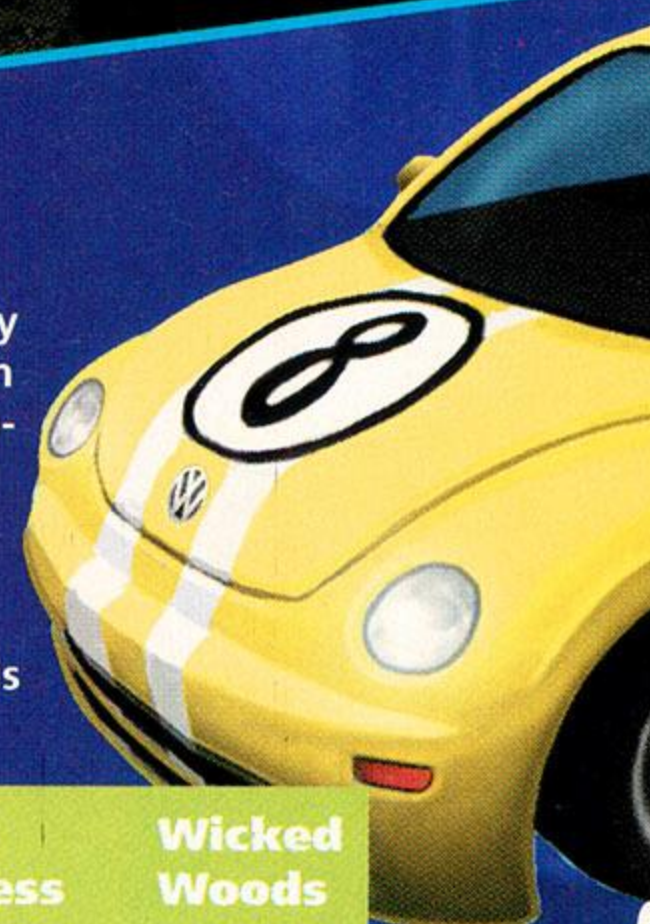
Championships



In each championship, you'll have to use one of the cars you've earned from the previous championship in order to stand a chance. For all tracks, no matter what championship you play, you'll have to find all 100 Bonus Points (BP) in order to earn the Beetle Battle arena corresponding to that track. In addition, you need not finish a championship in order to keep any Beetle Battle arenas you've earned. I would recommend attempting to just win all of the championships first. After you earn the police car, it will be much easier to get all the BP within each track.

The chart below shows how many BP you need to accumulate within each track in order to earn a "continue" in each championship. The X's denote which tracks are included in each championship. No matter what championship you play, the order of the tracks is always the same.

Championship	BP to earn a Continue	Coventry Cove	Mount Mayhem	Inferno Isle	Sunset Sands	Metro Madness	Wicked Woods
Novice	50	✓	✓	✓	✓	✓	✓
Advanced	55	✓	✓	✓	✓	✓	✓
Pro	60	✓	✓	✓	✓	✓	✓
Bonus	70	✓	✓	✓	✓	✓	✓



Beetle Adventure Racing

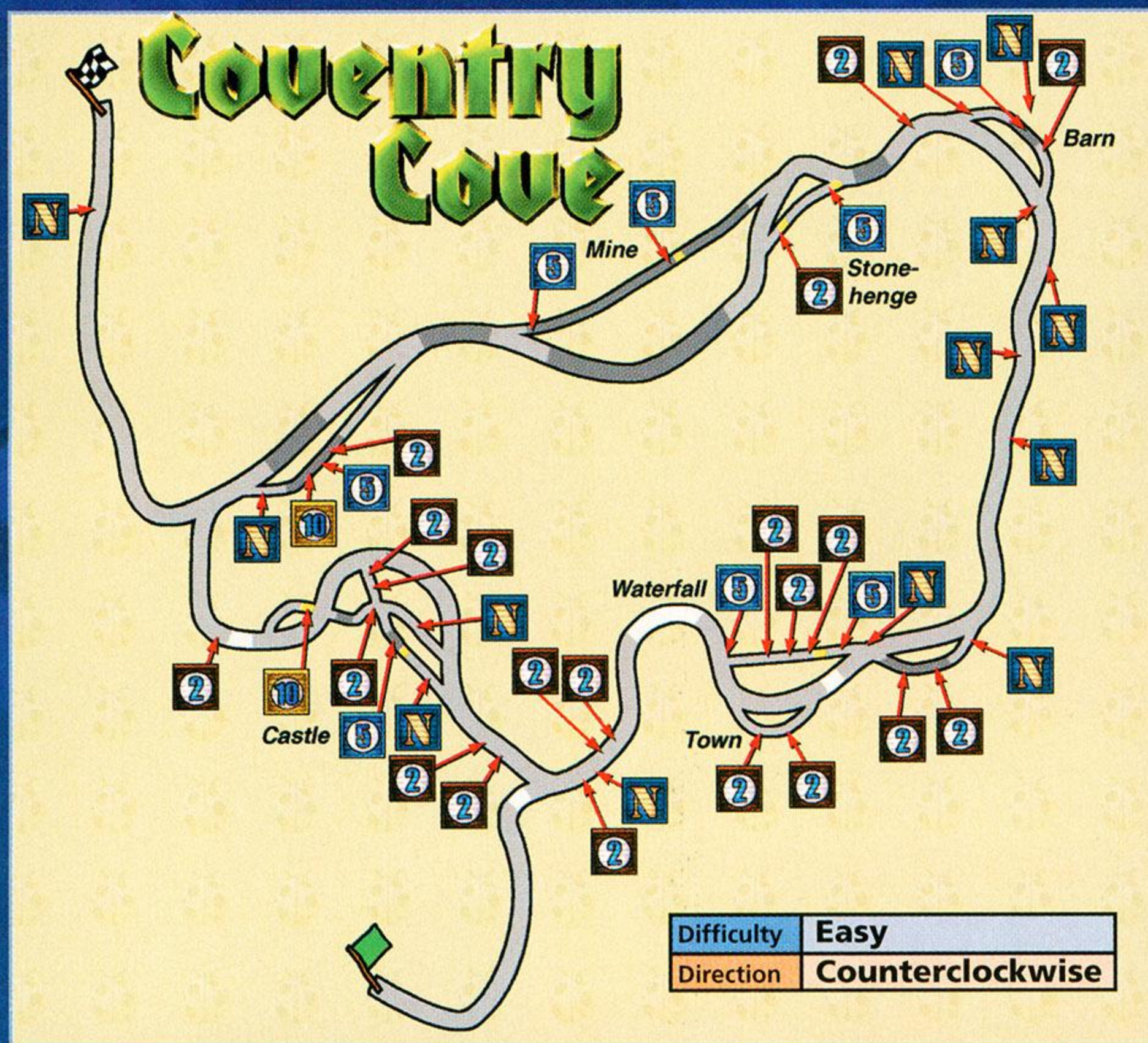


Tracks



Here, I'll detail all of the tracks in the game and where all the items are located in each one. On the maps, the thick portion of the track denotes the main route. Thin sections

denote the alternate routes that are not shown on any of the maps in the game. Parts of the track colored white denote those where there is either a bridge or some kind of overpass. Similarly, dark shaded parts denote both indoor areas and tunnels. Yellow sections denote jumps. Keep in mind that most of the alternate routes can only be traversed in the same direction as the track.



Areas Of Interest



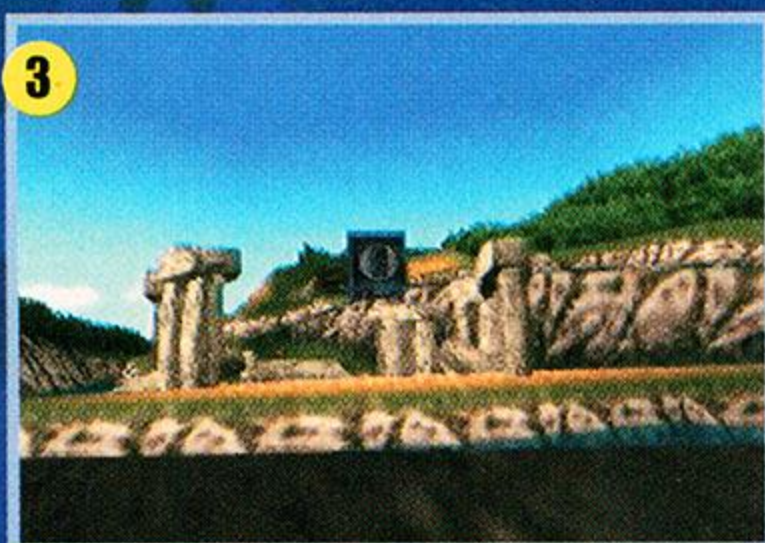
TOWN

The first alternate route here (at the 5 point box) is a little tricky to find as you will have to turn sharply off the main route. The 5 point box is inside a glass storefront that can be smashed through at the apex of your turn. There is also a large jump that you won't be able to make if you're not going fast enough.



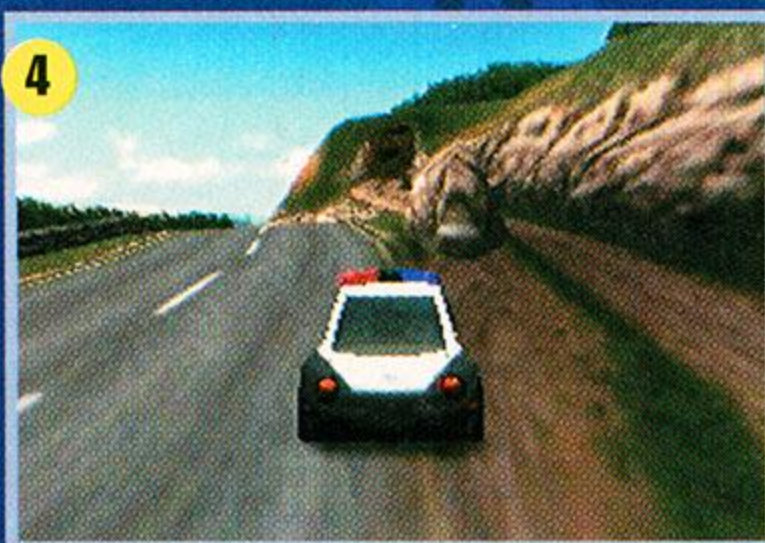
BARN

The 2 point box here is partially obscured by a pile of hay. As you drive through the barn, stay on the right side in order to get the 5 point box.



STONEHENGE

The two jumps here are sketchy, because they're not on a straight line. After the first jump, you'll have to turn left slightly in order to set yourself up for the second one.



MINE

If you decide to take the Stonehenge route, you won't be able to take this alternate route. There are rocks partially blocking the entrance, so you need to slow down a bit to steer around them.



CASTLE

The 10 point box here is the toughest one to get in this track. It's located in the air, which means that you will have to be going very fast off the jump here. Remember that you'll have to get it by the second lap, since on the final lap you won't be able to reach this entire section at all. What's more, you'll have to navigate through the alternate routes here on both the first and second laps in order to get all of the point boxes. Get the 10 point and the three 2 point boxes on the first lap, and go for the 5 point one on the second.

Mount Mayhem

Areas Of Interest



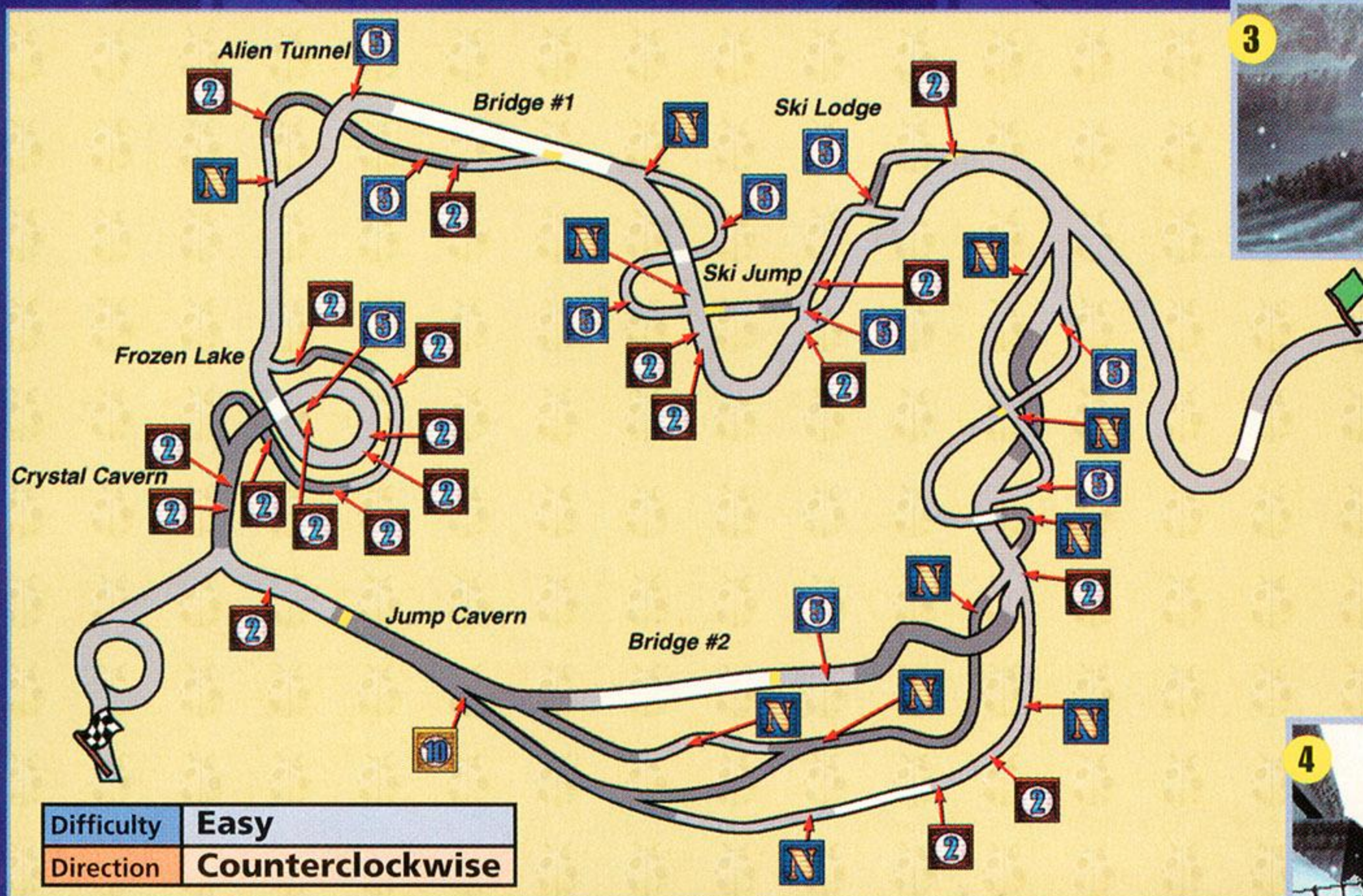
BRIDGE #1

The long bridge here has a jump near the beginning of it. It looks like there's just a hole on the left side of the bridge, but if you run into the front of it you'll find out it's a jump. On the jump, if you turn so that you'll jump off the bridge and to the left of it, instead of falling down into water or something, you'll find yourself on the Alien Tunnel alternate route.



FROZEN LAKE

It doesn't look like there are any alternate routes here either, but if you run into the wall just beyond the 2 point box, you'll be able to smash through it.



JUMP CAVERN

The path where the 10 point box is located is actually very high above the other paths. In order to reach it, at the mouth of this cavern, instead of staying on the road, you can drive up the right side of the mouth where there is another jump that's similar to the one just below it. You'll have to go about 120 MPH in order to make it to the other side.

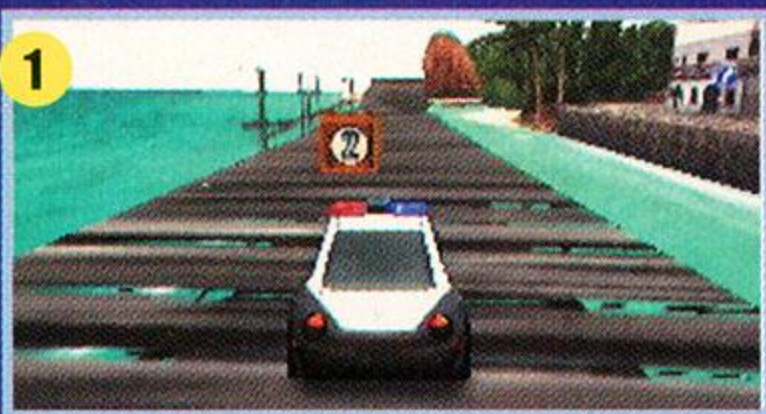


BRIDGE #2

The 5 point box located at the end of this bridge is floating in the air. Stay on the right side of the bridge and drive fast over the jump to reach it.

INFERNO ISLE

Areas Of Interest



DOCK

There are three long jumps here that are easy to screw up. Make sure you're driving exactly straight before you hit the first one.



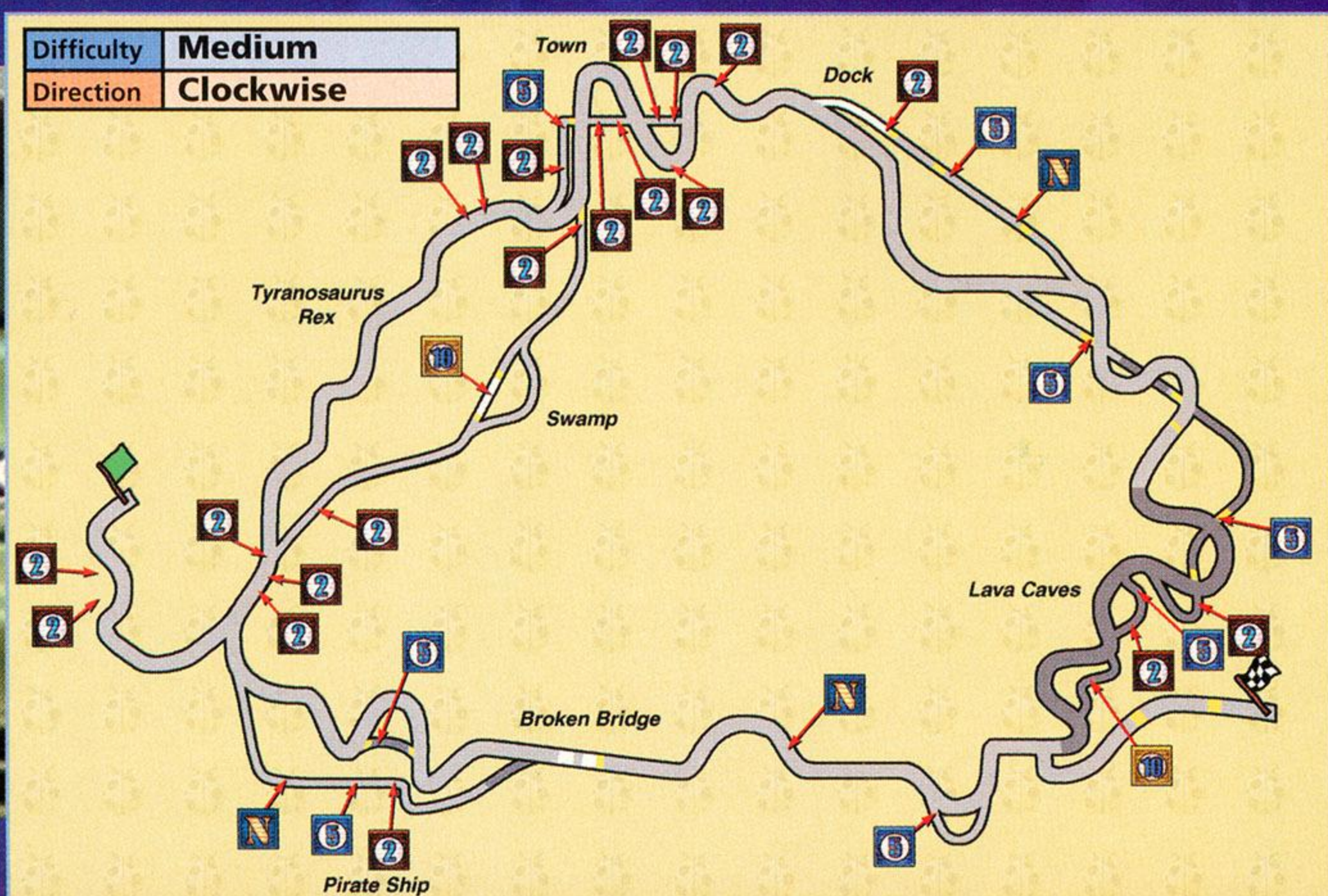
LAVA CAVES

The road inside here is very narrow and you can easily fall into the lava, so take it slow! Be especially careful on the alternate routes here.



DOCK

If you drive here at normal speed, you'll go right over the bridge. However, if you slow down (and I really mean it), you'll be able to drop below the bridge to the alternate route leading to the Pirate Ship.





SUNSET SANDS

Areas Of Interest



OBELISKS

To reach the alternate route here, make a hard left just as you pass the first obelisk on the side of the road. This alternate route will take you into Temple 1, above the main route. After you return to the main route, a large jump ramp will appear just after the two Nitro boxes near the end of Temple 1, allowing you to get to the two 5 point boxes and reach the Secret Elevator beyond.

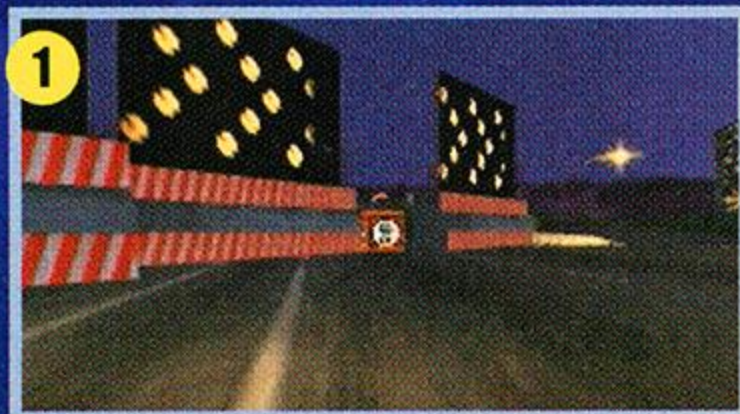


SECRET ELEVATOR

On the middle path here—which can only be reached if you followed the alternate route described above—you'll see a circular red patch on the ground, and a sign just after it that reads, "GOOD THINGS COME TO THOSE WHO WAIT!" If you stop completely on the red part, you'll be lowered to a secret underground area where you can pick up two more 5 point boxes.

METRO MADNESS

Areas Of Interest



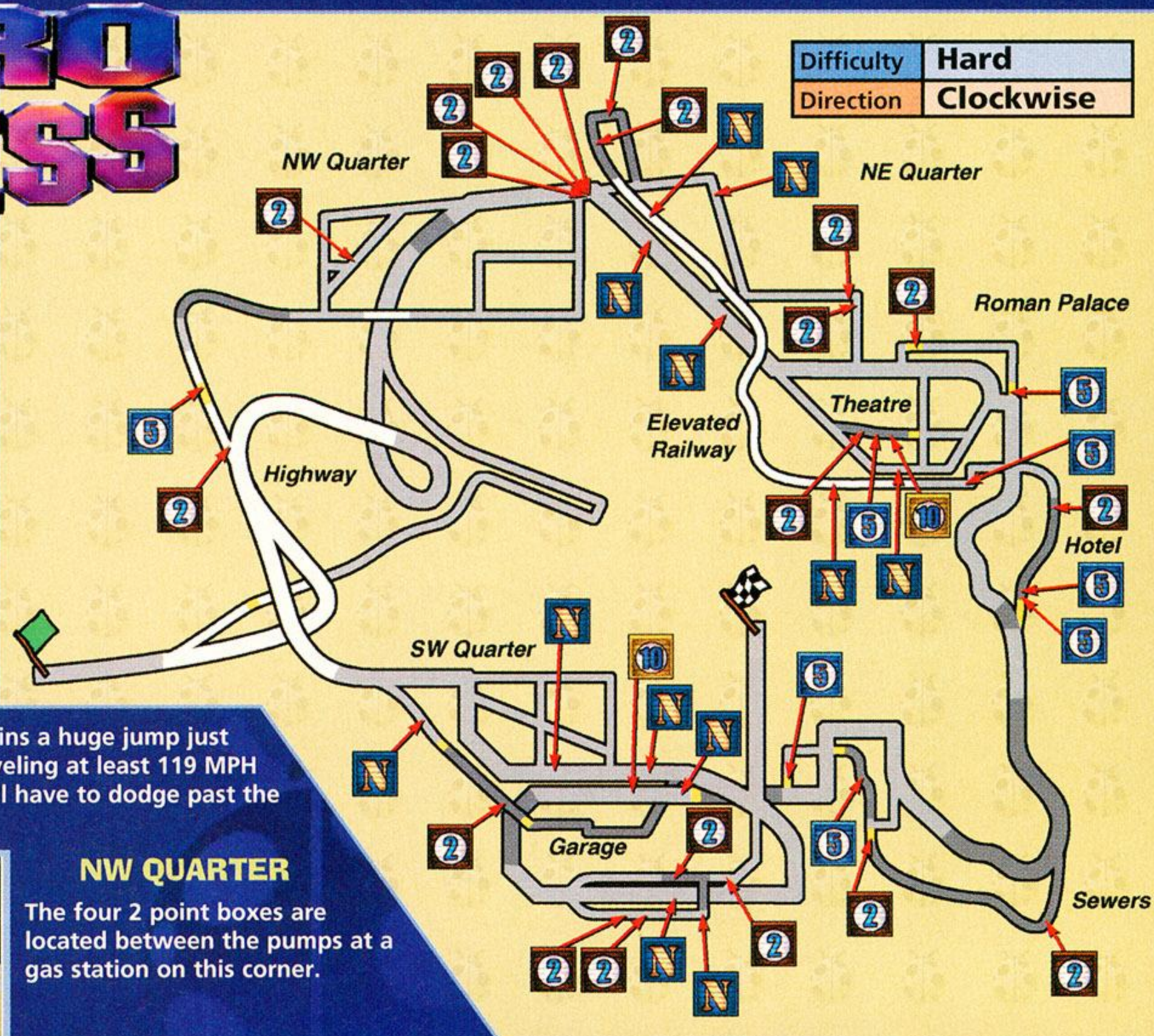
HIGHWAY

The two alternate routes here are difficult to come upon by accident, because you'll have to maneuver around barricades to get to them. The alternate route with the 2 and 5 point boxes contains a huge jump just after the barricade. You'll have to be traveling at least 119 MPH in order to make it. This means that you'll have to dodge past the barricade without slowing down.



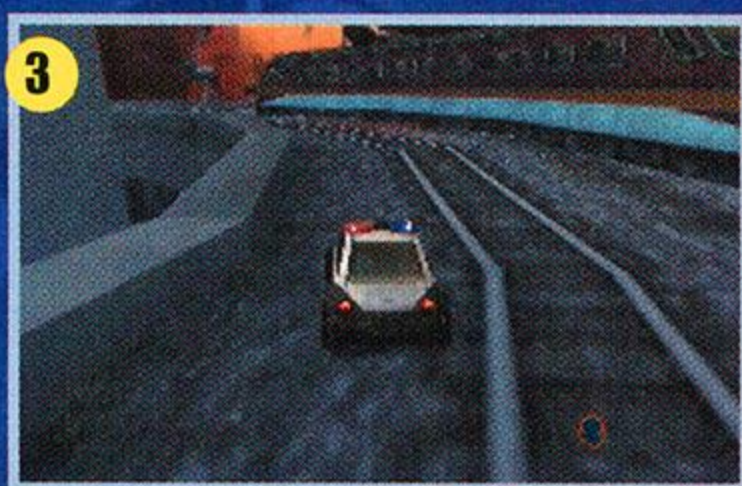
NW QUARTER

The four 2 point boxes are located between the pumps at a gas station on this corner.





Beetle Adventure Racing



ELEVATED RAILWAY

If you take this alternate route, stay on the left side of the railway. Trains go back and forth on the right side and they can crush you.



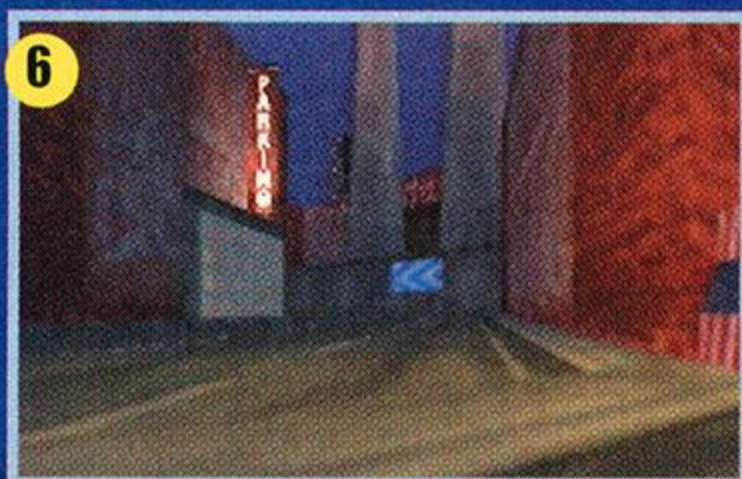
HOTEL

There are actually two alternate routes here, one is directly above the other. As you approach the hotel entrance, if you're going slow you can drive through the casino on the first floor, or if you go fast you can smash through the glass and drive through the hallways on the second floor. Be careful as you drive over the fountain. If you go too fast, you can actually overshoot the second floor and crash. The first floor contains a 5 point box, and the second floor contains a 2 point box and a 5 point box.



SEWERS

Similar to the Highway alternate routes, you will have to squeeze by a set of barricades if you want to get to the alternate route here.

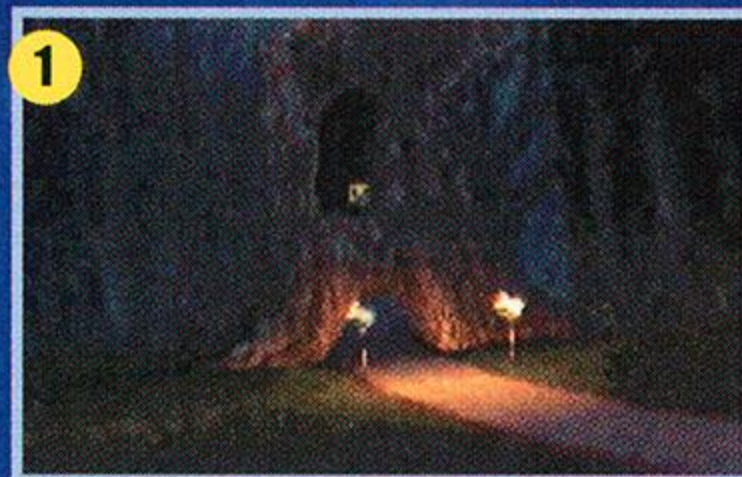


GARAGE

As you approach the SW Quarter, on the left side of the street there is a "Parking" sign. You can smash through the entrance here and drive through the Parking Garage.

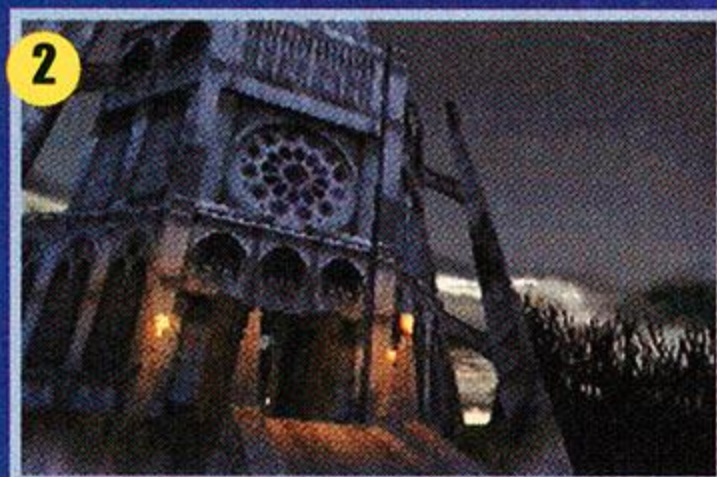
WICKED WOODS

Areas Of Interest



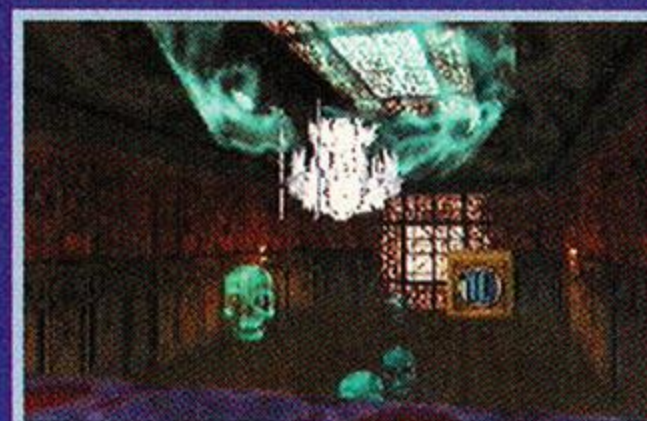
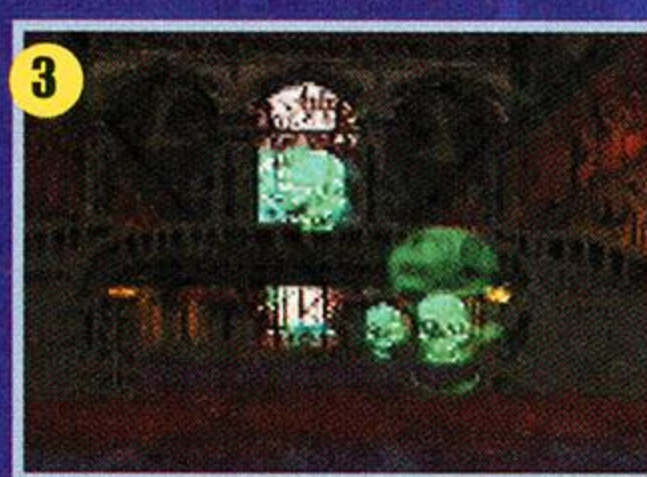
HOLLOW TREE

The 10 point box here is located in a hole above the main route, in the Hollow Tree. To reach it, you'll have to run over the jump just before it at high speed.



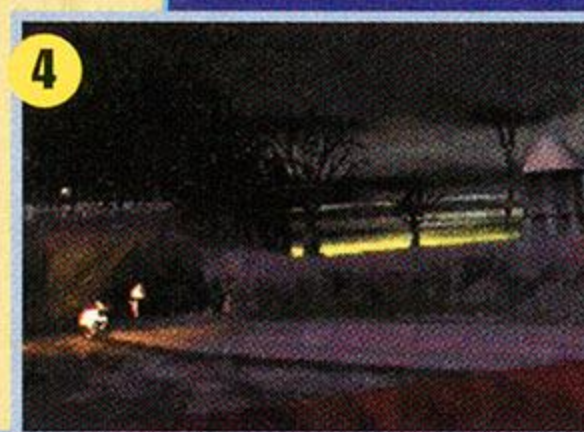
CATHEDRAL

As we have seen a number of times before, the Cathedral actually is made up of two floors. The first floor contains the 5 point box, and the 10 point box lives on the second floor. The 5 point box is in the air, so you will have to time your jump carefully. It's very easy to overshoot. To get to the second floor is another matter entirely. You'll have to drive on the alternate route just before the Cathedral. You must hit the Nitro box, otherwise you will not have enough speed. If you pick up the Nitro but miss the jump, you'll never be able to get up there. As you approach the crest of the jump, aim for the circular pattern on the Cathedral.



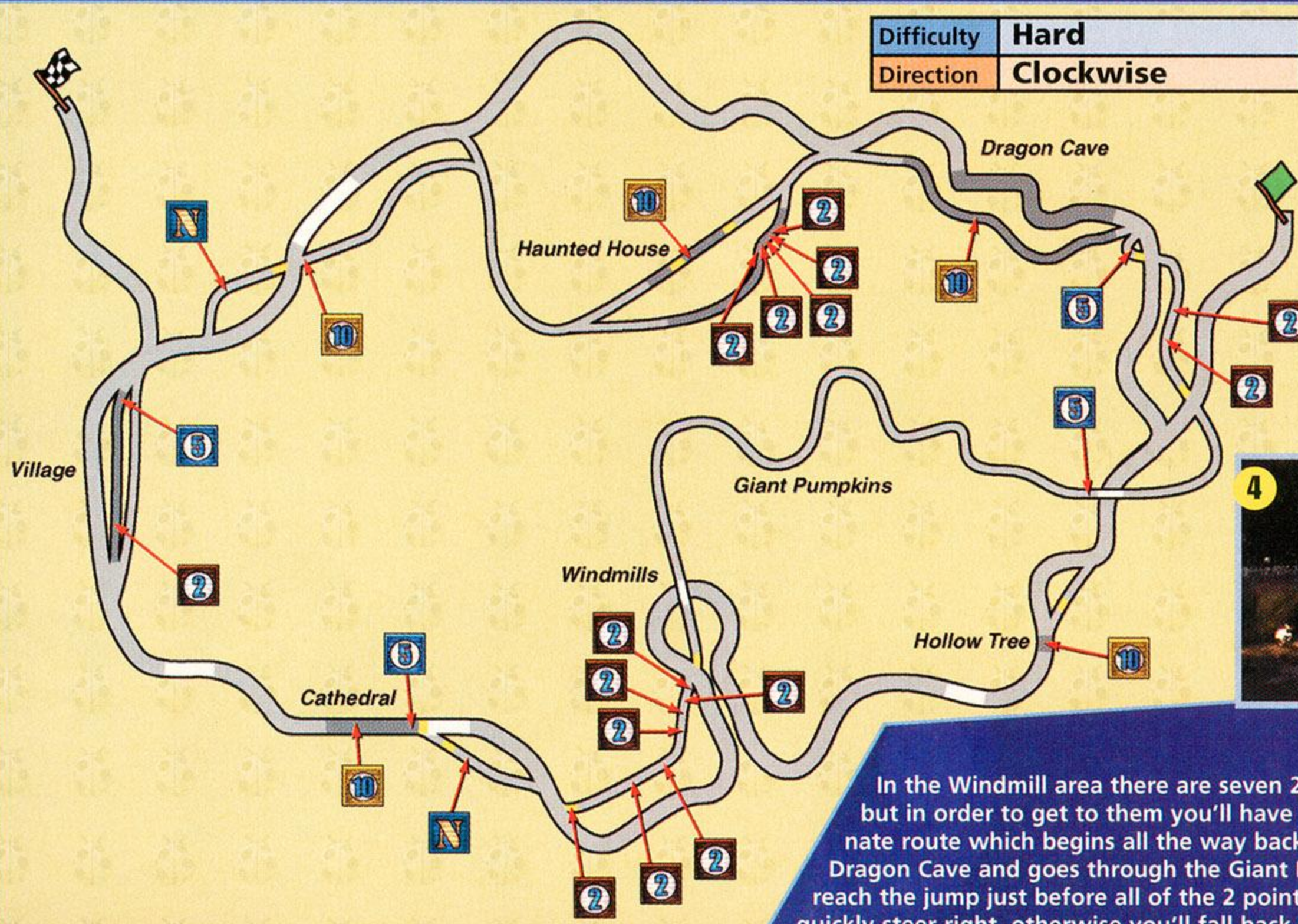
HAUNTED HOUSE

If you just drive straight through the Haunted House, you'll miss the 10 point box. The key is to drive up the stairs on the right side of the house as soon as you pass through the entrance. You'll hit the 10 point box as you drop back down to the first floor.



WINDMILLS

In the Windmill area there are seven 2 point boxes to pick up, but in order to get to them you'll have to drive on the alternate route which begins all the way back at the exit of the Dragon Cave and goes through the Giant Pumpkins. Once you reach the jump just before all of the 2 point boxes, you'll have to quickly steer right, otherwise you'll fall back onto the main route.





POINT BLANK 2

by Pat Reynolds

Dust off those GunCons and fire up your trigger fingers! Namco is releasing the sequel to the popular, enormously entertaining *Point Blank*! A surprise arcade hit, the original *Point Blank* was ported over to the PlayStation and became an instant light gun fan favorite. Fans of the original should feel right at home with *Point Blank 2*. The sequel features

the same manic shooting action through dozens of crazy stages, and offers loads of replay value thanks to its single and multiplayer modes. That's not the end of it, either; there's also an improved quest mode. With over 80 stages and tons of single and multiplayer options, you'll likely be playing *Point Blank 2* until your eyes are completely bloodshot!

The Basics

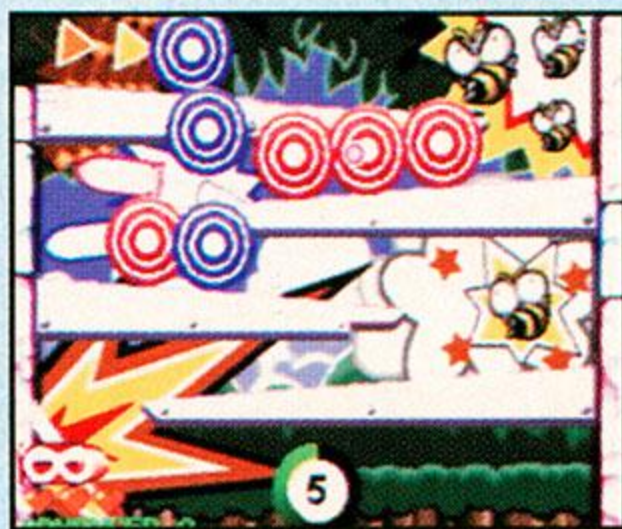
The main objective in *Point Blank 2* is to develop dead aim and split-second timing. A well-calibrated GunCon is crucial. Calibrate the GunCon carefully until you reach that "in the zone" feeling where you can point the gun at the screen, envision your mark, then pull the trigger and watch the dot pop up at the exact spot. Don't move the GunCon around during play or you'll risk throwing out your calibration.

The Stages

Here is a quick look at some of the different challenges the game has to offer. While I'm not revealing all 70-plus stages (the best part of this game is discovering them for yourself), I have listed some pointers under each picture to get you started.

Red & Blue Targets

Player One shoots for the red targets while Player Two aims for blue. You'll lose a life for each target of the wrong color you nail, as well as any bombs you hit. Many of the challenges offered in this series feature quick rotating targets; therefore, precision targeting is a must.



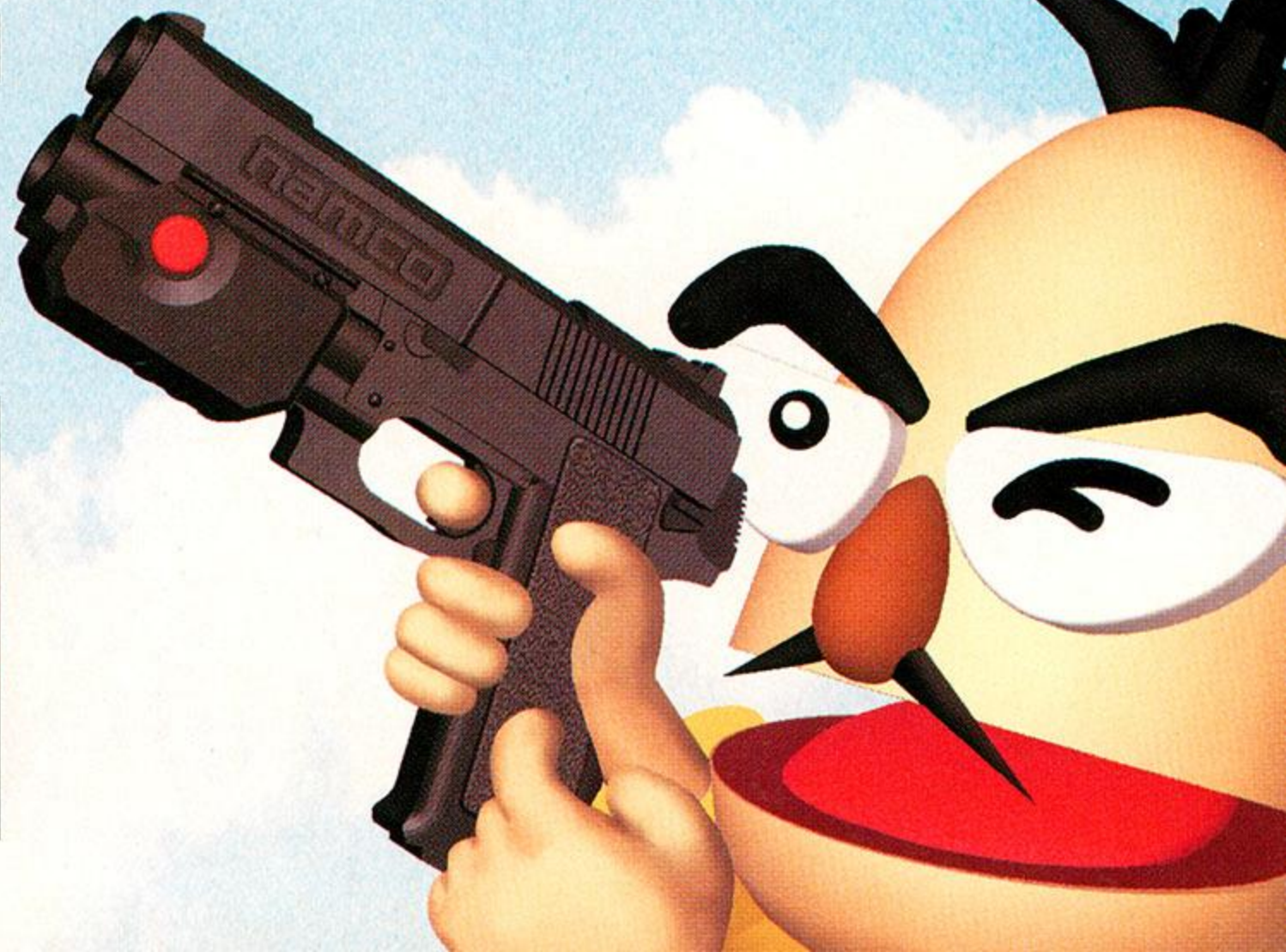
Black & White Targets

This set of stages is basically the same as the red and blue ones, except now you shoot at the familiar black-and-white targets as they parachute from the sky, ride on railroad tracks, rotate inside a vacuum and more. Bombs are the only threat to watch for here.



Shot Grouping

Good aim and a steady hand are necessary skills to beat these challenging courses. When possible, fire one shot to mark your aim, then adjust to hit the target and squeeze off rapid-fire shots on the bullseye. Many stages force you to work with a limited amount of ammunition, so make every shot count. Be especially careful with the numbered towers and the stacked wine glasses. A misplaced shot on these stages can mean an instant loss.



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Rapid Fire

The number of shots you can squeeze off in limited time takes precedent over good aim in most of these fun stages. There are two types of challenges here: Fill a target full of holes until it's demolished, or destroy every target on the screen. These stages are loads of fun, but can also be quite tough with extremely limited amounts of time. I find that holding the GunCon steady with my left hand while railing the trigger with my right index finger helps to get the required number of hits on a target in the shortest amount of time possible.



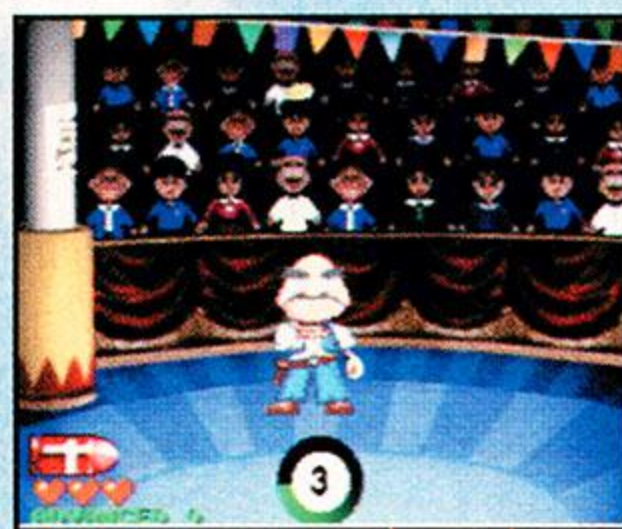
Gangster Hunt

It's *Hogan's Alley* all over again! Pop-up criminals in various locations are the targets in these stages. Avoid hitting innocents or you'll lose a life. Also incorporated here are some tricky moving target stages in which innocent citizens zip around along with the gangsters, making precision aim a must.



Animal Targets

Nothing like the slaughter of cute, fluffy animals to get my adrenaline flowing! There's a lot of variety in these stages, from full-on "hit as many animals as you can" antics to shearing sheep with bullets to clearing out a nest of bats to matching animal sounds with targets.



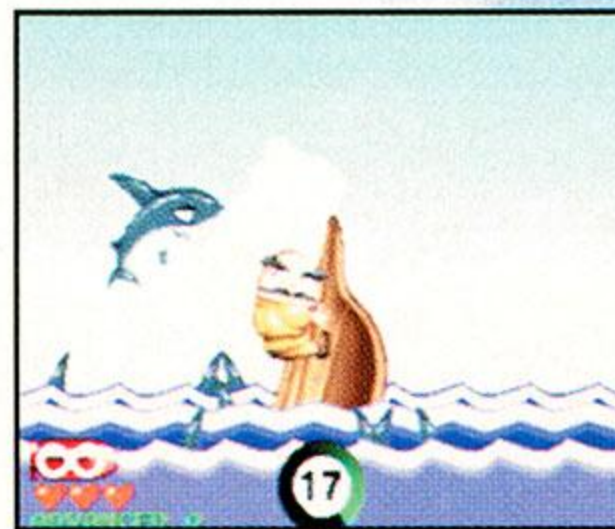
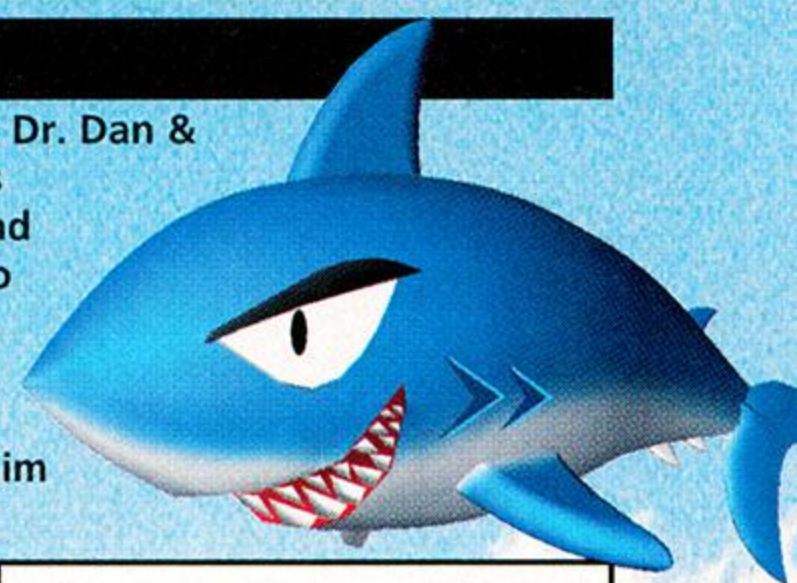
Variety: The Spice of Life

Remember *Galaga*? *Point Blank 2* offers the chance to play *Galaga* with your GunCon, as well as some other colorful stages where you play bingo, light fireworks, and even participate in toy warfare.



Defense

Defend those wild and crazy guys, Dr. Dan & Dr. Don, from a variety of enemies including UFOs, vultures, sharks and bulldozers. The only goal here is to keep the baddies away from Dr. Dan & Dr. Don. Concentrate your shots on the enemies posing the greatest immediate threat. Good aim and rapid-fire skills are required.



Single Shot

Hit your target with a single bullet. These one-shot stages are the toughest in the game, because it's all or nothing. Perfect calibration is essential, as you need to visualize your mark before you pull the trigger, and place the hit exactly where you want it. The countdown timer is the easiest stage here. It's a big target and all you have to do is wait until it falls below three tenths of a second (.3) to shoot.



Brain Teasers

These courses force you to think before you shoot. Some challenges include matching an answer to a math problem, playing a memory game, shooting targets in specific order, and finishing the spelling of words with a keyboard.



More Crazy Stuff

Finally, *Point Blank 2* offers a collection of stages that don't quite fit into any of the other categories. Shooting ninjas, cowboys, keeping a can in the air, stripping a knight of his armor and defending the Earth from an alien invasion are just some of the wacky challenges offered.



The Electric Playground

"When I'm not playing, I like to watch!"

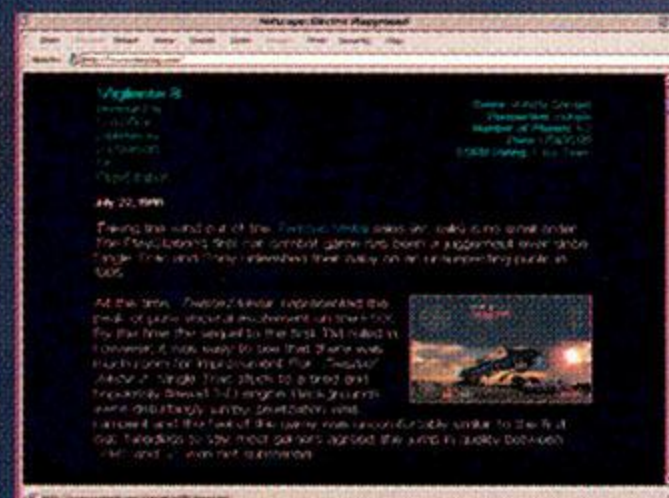
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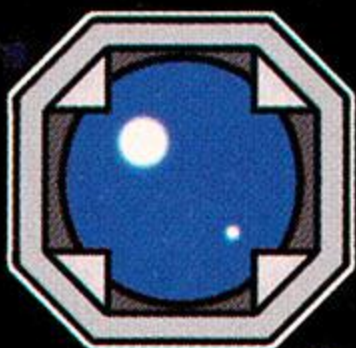
R-TYPES

by Jason Wilson

What you are about to read is an in-depth strategic analysis of the most influential shoot 'em up game of all time. Released to arcades in 1987, Irem's *R-Type* was also the last original arcade title to be distributed by Nintendo (before the "Vs." and "PlayChoice" series, which were essentially Nintendo Entertainment System titles). With graphics that are still impressive today, *R-Type* was eventually released for the 8-bit Sega Master System and Nintendo's Game Boy—but until the release of the *R-Types* compilation disc for the PlayStation, the best home version (with an extra "boss" character at the end of Level 6) appeared on the TurboGrafx-16 system. Thanks to ASCII, you can now play an arcade-quality rendition of the greatest shooter ever made on a popular American video game console! We'll be focusing on the original *R-Type* with full level maps and boss strategies, followed by some secret codes and quick *R-Type II* tips.

R-TYPE I

LASER CRYSTALS



Blue

The blue laser beams are great for hitting enemies from all points. Overall, the weapon of choice.



Red

The circular beams that you earn from a red laser crystal are the most powerful weapons of all, but their range is limited.



Yellow

Great for hitting enemies that are either above or below you; this weapon will not hit any enemies that are directly in front of you.

POWER-UPS



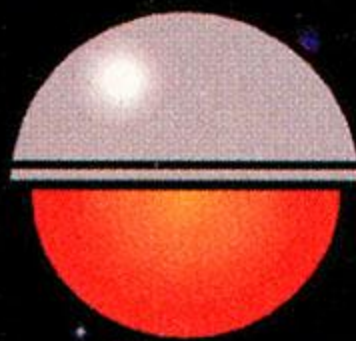
Missile

Heat-seeking missiles will hit enemies either directly above or below you.



Speed

It's not a good idea to get more than one speed unless you make it to Level 7 and beyond. You can pick up five speeds before reaching your maximum level.



Bits

Similar to the "Options" introduced in Konami's *Nemesis* and *Gradius* games, you are allowed to have a maximum of two "bits" to help take out the enemies. Your options are invincible, and they can literally rip through enemies at times. However, you WILL lose them if you lose a life, and you will only have three chances to pick up two options in all eight levels! In other words, don't lose a life.

THE BEAM

What better way to take on the Bydo empire than with a beam? Holding down the Fire button allows you to charge up the "Beam" meter at the bottom of the screen. If you

charge it up to the maximum point before releasing the button, you'll get a powerful blue beam that is stronger than any standard weapon in the game.

A Word of Advice

What makes *R-Type* such an appealing and challenging game is the mastering of the gameplay...not only with weapons, but also without them. Unless you are cheating in some way, the odds of a person finishing this game in one life are pretty slim. Reading this strategy guide will help you to steer clear of the obstacles with full weapons...but we will also help you when you lose a life and restart midway through the level without a power-up to your name.

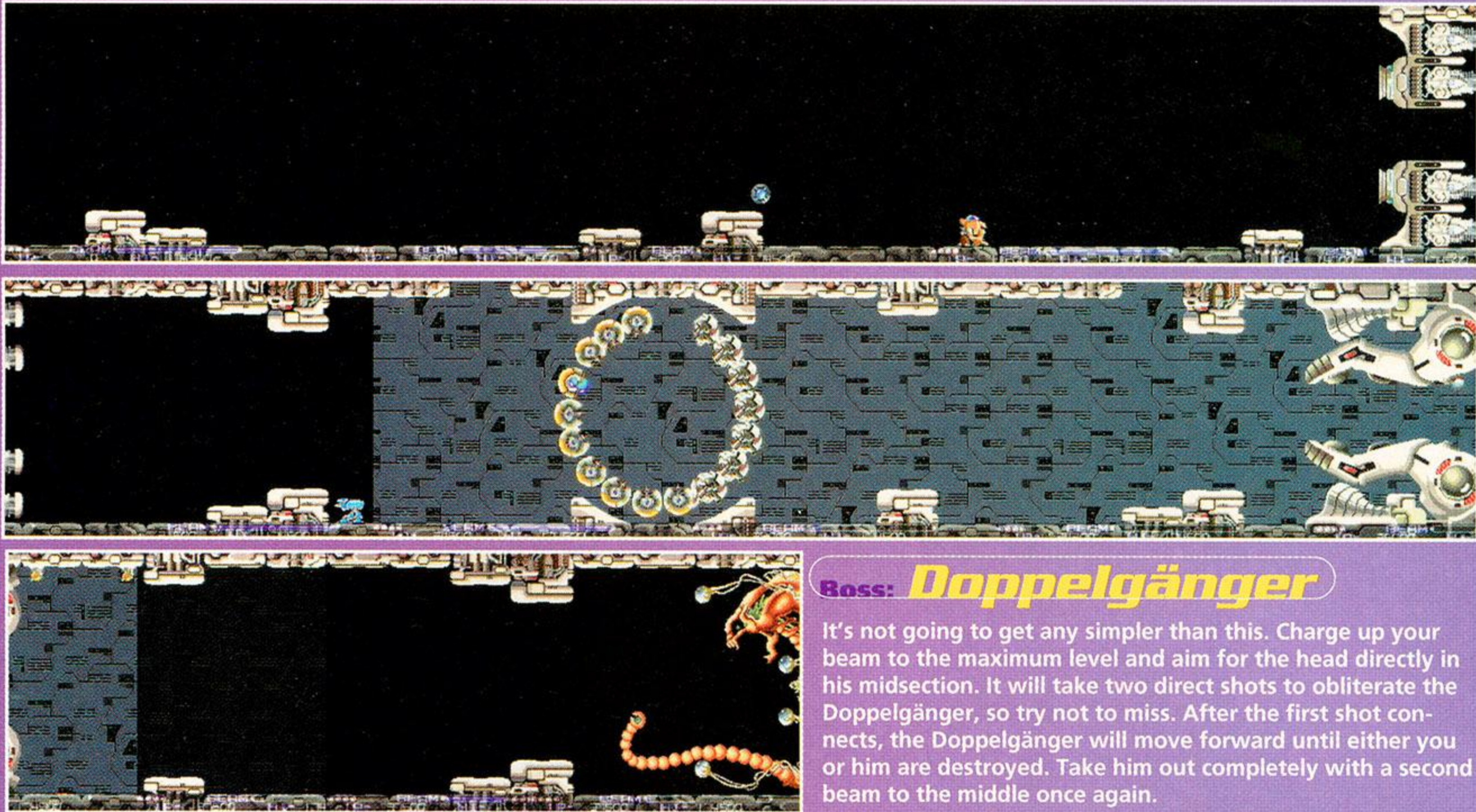




Stage 1

This level can be considered a basic strategic training level that will enable you to hone your skills. You will also be able to practice using the length and added strength of your beam on various enemies during the opening sequence. Shoot the enemies and practice using the beam on the Scant. Grab the first Laser Crystal; this will

enable your R9 to have a shield. Place it on the front of the ship and wreak havoc! Charge your beam to its maximum level and take out the rotating shell, then pick up the missile power-up, the two remaining colored Laser Crystals and the bit, which enables an extra gun and invincibility from bullets that strike from above.



Boss: Doppelgänger

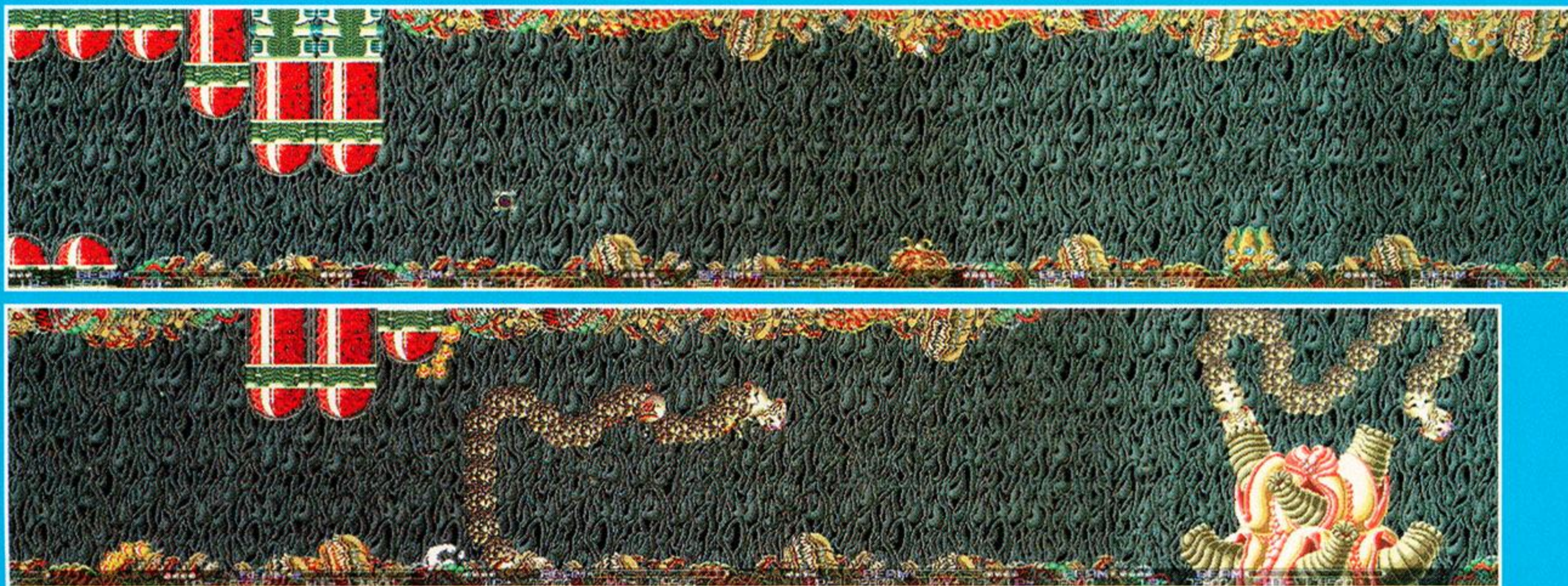
It's not going to get any simpler than this. Charge up your beam to the maximum level and aim for the head directly in his midsection. It will take two direct shots to obliterate the Doppelgänger, so try not to miss. After the first shot connects, the Doppelgänger will move forward until either you or him are destroyed. Take him out completely with a second beam to the middle once again.



Stage 2

Speed power-ups appear frequently in Stage 2; if you are not an experienced R-Type player, you may pick up undesirable power-ups by mistake. It's important to maintain a constant speed throughout this stage. Speed 1 or 2 are ideal; just choose one and stick with it.

Level 2 begins with various enemies and amoebas attacking your ship from above and below. Grab the yellow Laser Crystal; this will take out the enemies above and below you at a quick pace. Midway through the level, the Zoids begin to move rapidly. Stay in the middle of the screen and fire away with the yellow Laser Crystal. A blue Laser Crystal appears shortly thereafter, along with an annoying Worm! The Worm will proceed to rotate around you. You will need to stay at the bottom left corner of the screen while the snake rotates around you. The blue Laser Crystal acts as an angled laser beam which takes out nearly everything. Stay near the left edge of the screen after the snake leaves you alone and destroy the inner core of its red tail.



Boss: Cyst

The snake wants to be your friend! He likes to regenerate body parts and rotate all over the screen, confusing you. Unless you find a safe spot in which to hide your ship, you will find it confusing to shoot the eye of the Cyst and to avoid the snake at the same time. Your best bet is to stay in the bottom left corner of the screen—you are invincible at this spot as long as you have one Laser





Stage 2 continued

Crystal power-up—and take out the regenerated body parts of the Worm. After the snake crawls back into the body of the Cyst, shoot the blue eye, then hide in the bottom left corner of the screen and repeat until the Cyst is destroyed.



★ Stage 3

This stage consists of one continuous boss battle, so let's get right to it!



Boss: Warship

Back in '87, the dreaded Warship was the largest boss character in any video game. Use your beam at maximum power to destroy the engine that emits a large ray of light. Grab the yellow Laser Crystals and position the R9 directly in the area where the engine once was, firing continuously until the outer shooting mechanisms are destroyed. Grab the red Laser Crystal, head to the lower portion of the ship and charge up your beam to eliminate the second engine that fires thin, red lasers at you. Stay close to the bottom of the screen as the Warship begins to move closer to the ground, leaving you with a very narrow space to seek shelter. If you

attempt to move too soon, the Warship will crush you. As the Warship begins to move upward once again, sneak through to the other side, switch your Laser Crystal to the back of the R9 and shoot the cannons on the back of the ship. Go to the top of the screen and hurl your Laser Crystal to the left edge of the screen, firing rapidly. Once all the cannons are eliminated, attach the Laser Crystal to the back of the R9 and charge up your Beam. After the purple core subsides from its attack, unleash a full-powered beam into its eye—the Warship will finally be destroyed!

★ Stage 4

your laser crystal behind your ship to eliminate the enemies that are behind you. Keep your laser crystal behind the R9 and use repeated Beam shots to plow through the slew of green dots that await. Stay at the bottom of the pile of dots and try to maintain the red Laser Crystal until you reach the level boss.

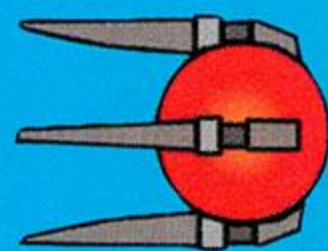
Hopefully you bypassed the blue Laser Crystal and still have the red one. The red crystal destroys the swarm of Cytrons that leave those green dots all over the screen. The other crystals' firepower merely bounces away from these green pods. As soon as you are able to pick up another bit and missile, place





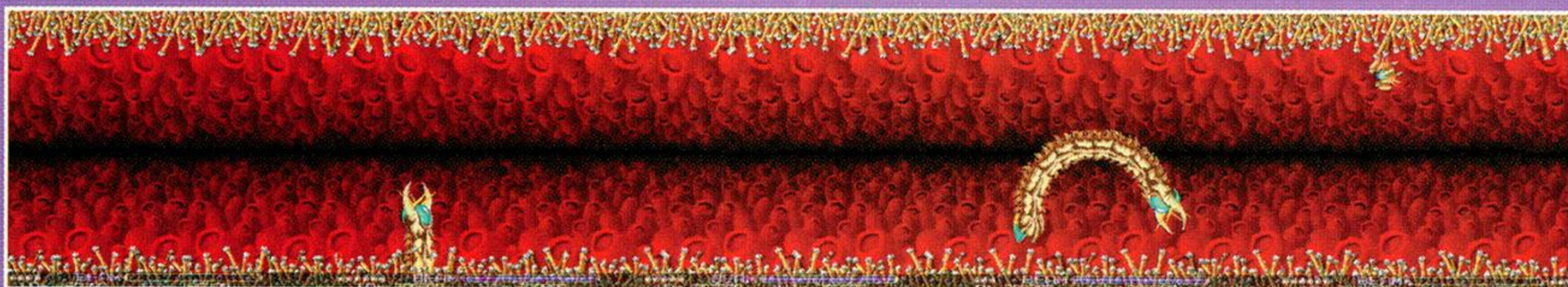
Boss: *Compiler*

Compiler eventually splits into three separate parts, which is the only way that you can destroy it. Stay at the bottom right corner of the screen with your red Laser Crystal attached to the back of the R9 until Compiler splits. Fire away at the pieces, then immediately move the Laser Crystal back to the front of the R9 and use two beams at maximum strength to destroy them; otherwise, you can shoot continuously at the flashing parts of the Compiler.



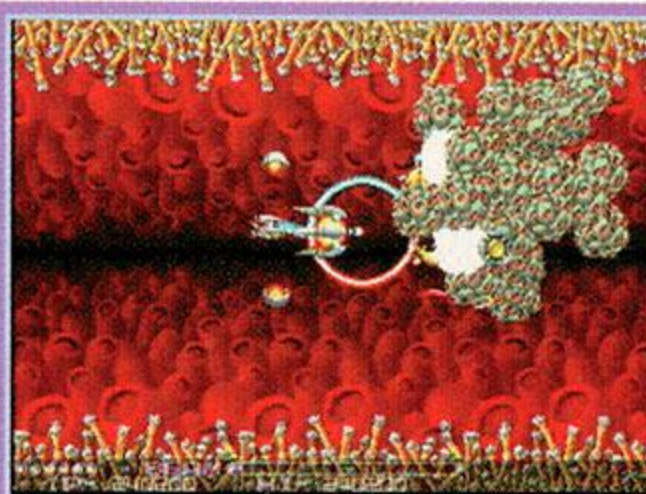
Stage 5

right. Simply stay in the middle of the screen and you will avoid them completely. Avoid the speed power-ups and continue along the level with the red Laser Crystal. Use your beam to take out the Cheetahs that appear in sets of three. When the third set appears, immediately eliminate the top one with a beam, then proceed to go under the other two to the bottom right of the screen. This allows you to safely avoid the Slithers that appear from above and below before you do battle with Bellmite.



Boss: *Bellmite*

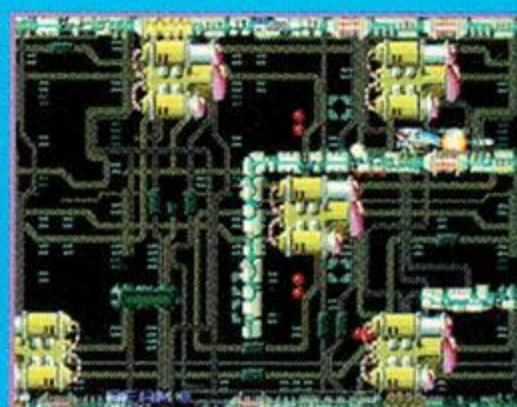
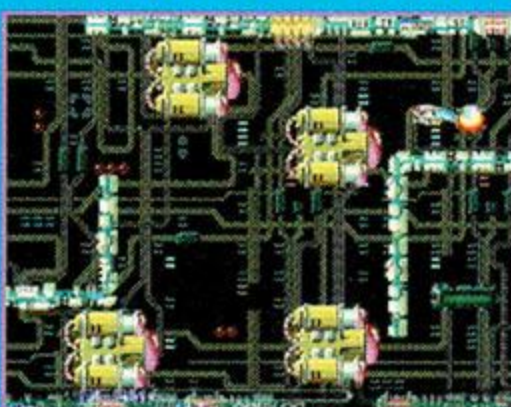
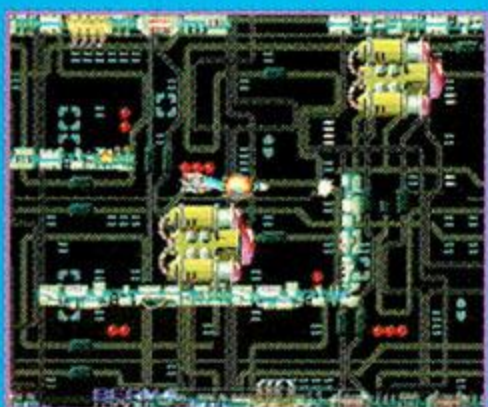
Depending on what weapons you end up with at this point, you will have to fight Bellmite in two different ways. The first method involves full Laser Crystal capabilities and the red weapon; the second involves only a semi-powered yellow laser crystal weapon. If you have full weapons, fire rapidly at the bottom of the screen to destroy a good chunk of the rocks protecting the inner core of the Bellmite. If Bellmite inches closer, you will need to switch your crystal to the back of the R9 and carefully inch your way around the screen until you are directly in front of him. Next, place the laser crystal in front of the R9 as a shield and fully charge your beam to take out chunks of the Bellmite before it begins breaking off piece by piece. At this point, you can charge up the beam only halfway, and eliminate the rocks with ease. If



you're stuck with the semi-powered yellow crystal, try this instead: Charge your beam up to the halfway point to take out the scattered rocks that are directed at your ship. This may become tedious, but it's the only way to beat this boss if you don't have a fully powered-up arsenal.

Stage 6

In the beginning of this stage, you will need to stay at the far left and get the blue Laser Crystal that is in the middle of the screen. Slowly move to the top of the second row just above the pathway where the various



Dops (massive blocks) pass. Carefully dodge the bullets that appear overhead and wait until three more Dops pass through the right side of the screen before proceeding forward. Move up to the top row and take out the enemies ahead, moving toward the top level but staying as close to the bottom barrier as possible. Move down, then quickly move to the edge of the screen past the three columns that the Dops eventually arise from. After the three Dops rise, move back a bit; another Dop will fall from the sky and crush you if you don't. Attach your Laser Crystal to the back of the R9 as a

R-Types

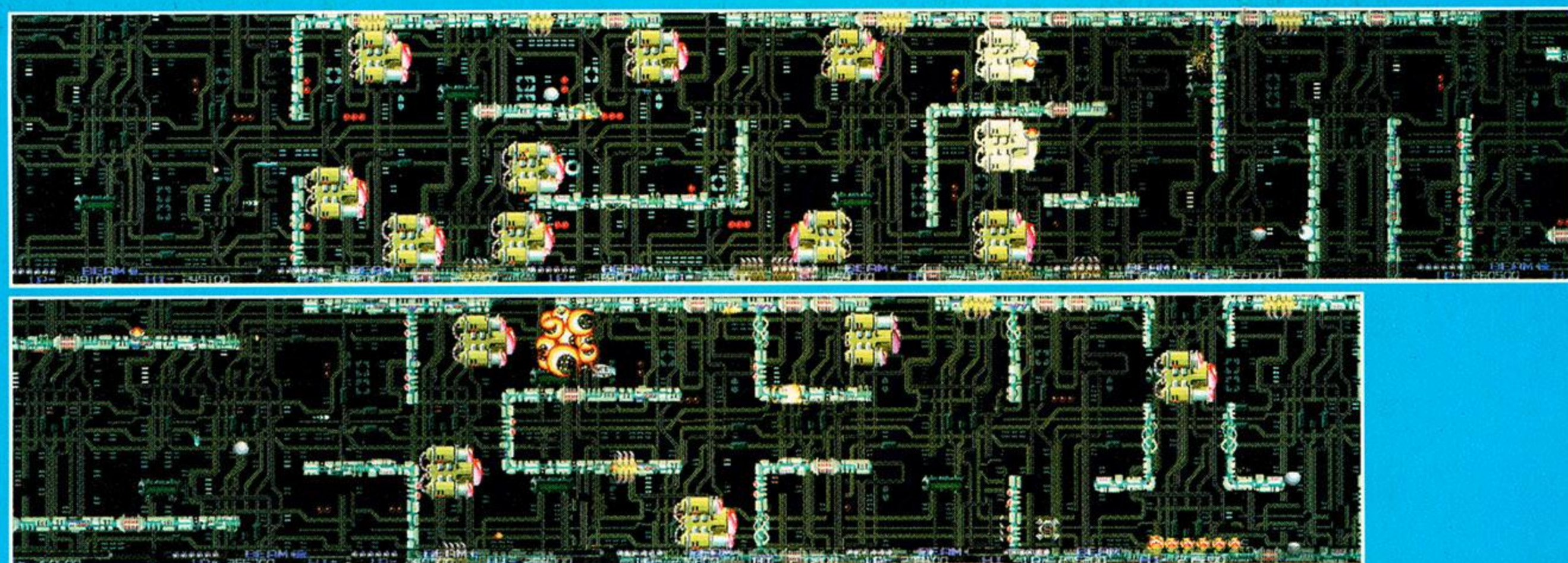


Stage 6 continued



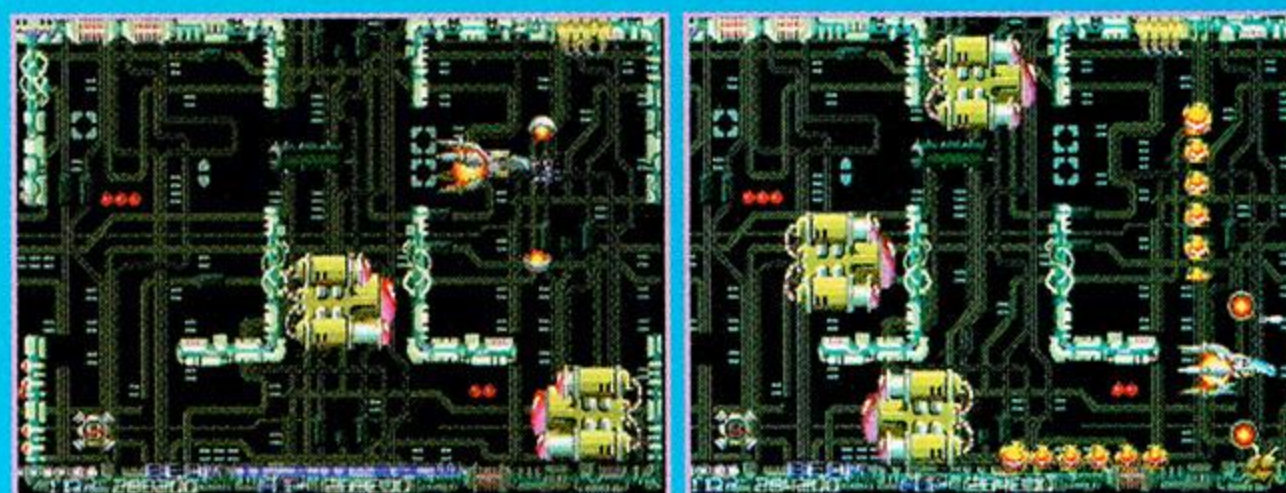
precaution for stray bullets until the screen moves forward and the enemies from the top row are within striking distance. Now move the Laser Crystal to the front, grab the yellow Laser Crystal and attach it to the back, then head for the top row, staying as

close to the bottom barrier as possible. If you don't have the yellow crystal yet, one will appear immediately. Wait for a wall on the right side to appear. Hurl your laser Crystal at the wall, fire at the pod containing the blue Laser Crystal, then fire once again to move the crystal at a pace for you to pick it up and place it directly behind you. Proceed forward, then move to the bottom column and take out the Dop before proceeding to the boss battle!



Boss: *Plenty 'o Dops!*

If you don't have a weapon to kill the massive amounts of Dops that appear, you might as well just start over! You will need to place your crystal on the back of your ship, stay in the bottom right corner and fire away when the Dops inch closer. When you see a Dop that is reversed, you will need to move in a counter-clockwise direction back to the bottom right corner. Normal Dops will continue to appear along with the second Dop which harmlessly travels the other way. The third reversed Dop will again force you to move counter-clockwise to avoid getting destroyed; level seven awaits immediately after the final Dop passes.

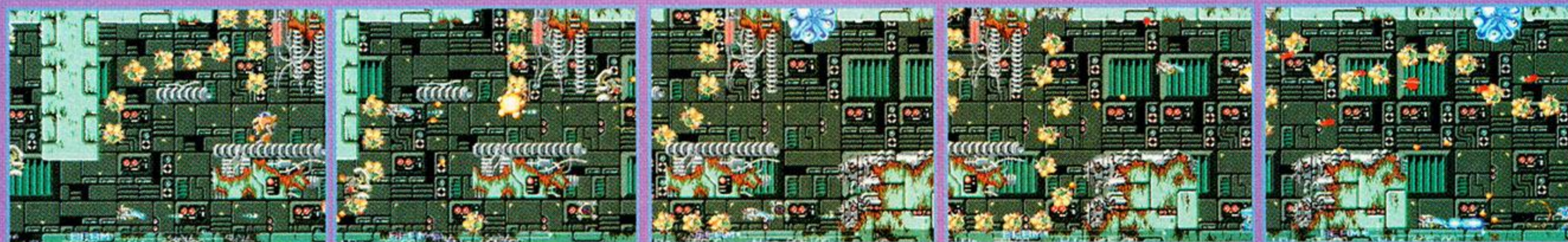


Stage 7

You'll only get one chance to get through this level unscathed. If you somehow make it more than halfway through the level, then perish, the most frustrating challenge in video-game history will haunt you until you are old and gray. Therefore, my best advice is this: Never lose a life on Stage 7 of *R-Type*! This first area is a bit tricky if you are not careful. Take out the enemies directly ahead, then alternate between the top and bottom rows, using a beam to destroy the machinery that sputters out missiles. Quickly dart through the lower passageway, firing rapidly as you go, carefully avoiding the exploding floor. Pick up the blue Laser Crystal and

attach it to the back of the R9 if you have not already done so. Keep it attached as you move forward, go through the bottom passage and fire at the mounds of enemies that are flourishing throughout the stage. The massive floating obstacle known as the Bold moving through the center of the screen will stop, giving you an opportunity to switch your crystal to the front as you prepare to make your way through "the annoying sequence of doom." Shoot everything you possibly can as you stay as far back as possible. Dart under the lower passageway—you will be forced to pick up the speed—and continue to shoot everything while dodging the endless array of bullets from enemies all around you. Charge up your beam one last time when you are nearing the end of the level to destroy the alien that you first destroyed in the beginning of the first level before making your way to the boss!

If you do lose a life midway through Stage 7, you will need to follow these EXACT steps in order to proceed. Immediately move to the bottom of the screen, firing away at the row of enemies until you've fired at the power-up pod. Slightly move the R9 to the middle of the screen, but stay at the left corner,



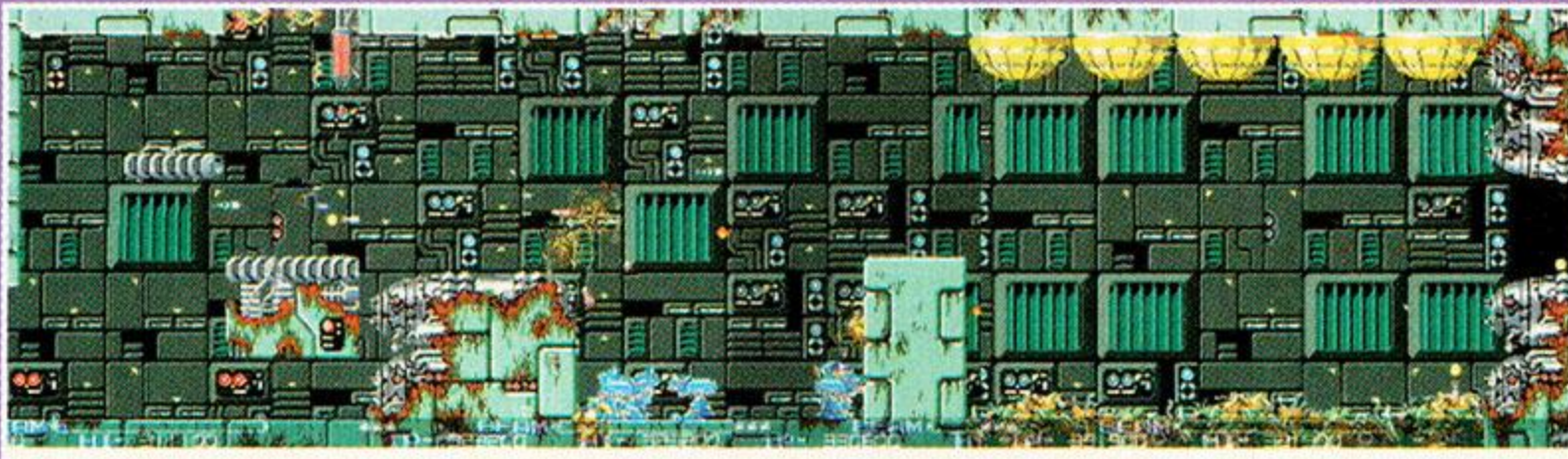
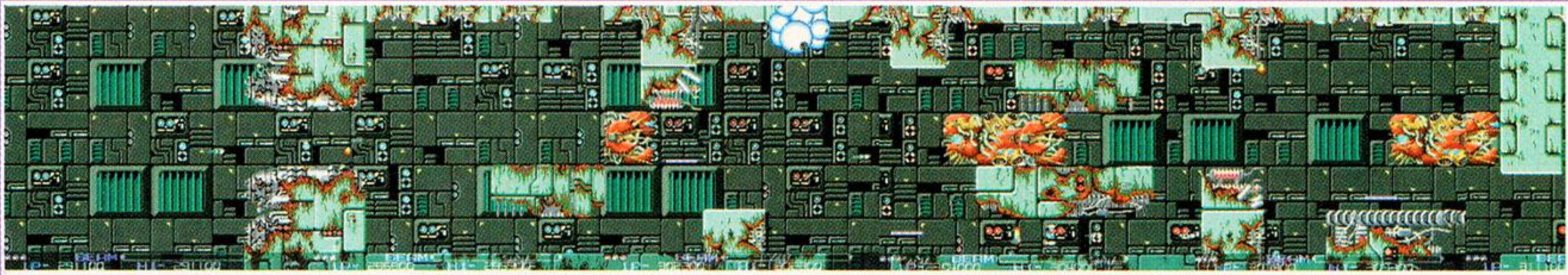
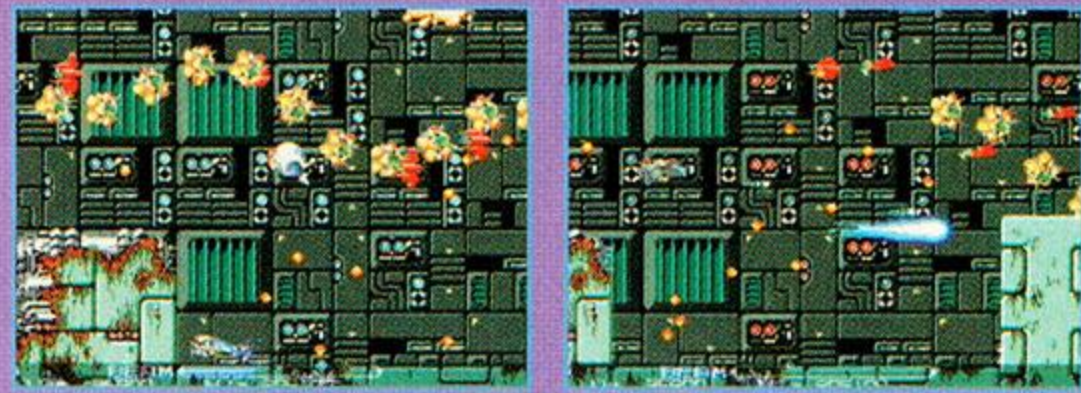
continued



R-Types

Stage 7 continued

going backwards while firing rapidly, staying just under the pillar that protects you from the enemies that lurk above. After the row of enemies from the top have passed, quickly move to the bottom row, then back to the top. The enemies will then follow you, and a path will open at the bottom where numerous enemies await! Use your beam to destroy them and stay at the furthest left corner of the screen. You also are able to leave the back half of your ship against the wall as the screen moves for more safety. When you see an opening through the bullets, move to the center of the screen and proceed normally.



Boss: **Bronco**

The Bronco eye itself is not worth any points; trying to attack it will only cause you to become more confused. You don't want to lose your ship and restart from the dreaded frustrating path of doom! Try to forget that the Bronco even exists. Stay in the bottom left corner, about an inch and a half above the floor and a half inch from the left of the screen. You will be oblivious to everything that hits you and you

will get a ton of points as well! If you do not have a shield at this point, you will have to watch for the Sonars that appear from the left side. Otherwise, keep your laser crystal glued to the back of your R9 and fire away!

Stage 8

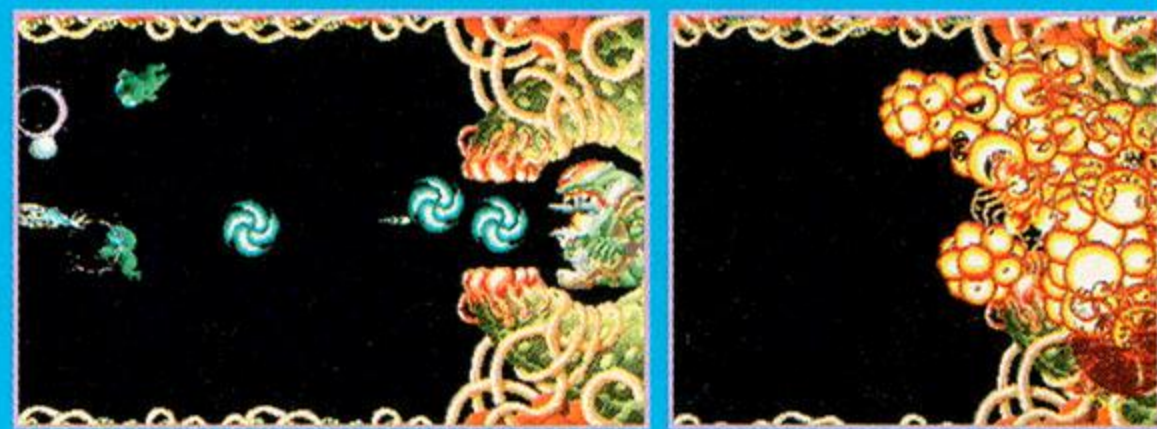
The final stage is a piece of cake! Simply grab as many Laser Crystals as possible (if you have not already done so) and remember to pick up only one Speed Power-Up. Remember to eliminate the Mikuns that are roaming throughout the

level. The spinning Wins are invincible, so you will have to avoid them at all costs



Final Boss: **Bydo**

A wall is covering the entrance to the Bydo's weak spot, and it only opens when it wants to attack and release a twister. Stay centered with the Bydo, but stay at the complete left edge of the screen. As soon as it opens its portal, hurl your Laser Crystal inside and fire away! Try not to move forward from this spot. The Wins are unable to attack if you are at the complete left edge of the screen, centered with the Bydo. However, the wandering green aliens can still get to you. Only move in a slight vertical pattern to take out the Mikuns, but keep firing away so your laser crystal can destroy the Bydo. You are extremely vulnerable in this situation!

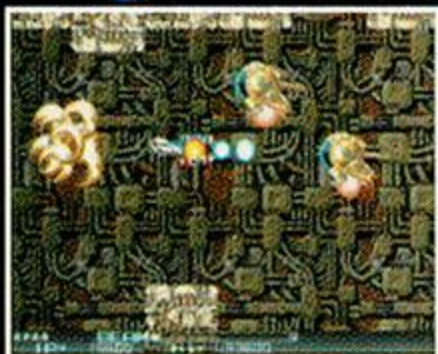


Bonus Game! Once you finish the game, you will be able to play all eight levels again! However, they are much more difficult; in order to see the final ending sequence, you will need to finish the game twice in one sitting. Good luck!

R-TYPE II

Though not nearly the classic shooter that the original *R-Type* was, *R-Type II* is still a very difficult game that not very many people can finish. Aside from being seen in very few arcades back in 1989, there has

never been a direct translation of *R-Type II* for the home outside of the less-than-spectacular *Super R-Type* on the Super NES, which was only a partial translation. Here is a quick look at what you can expect to encounter in *R-Type II*:



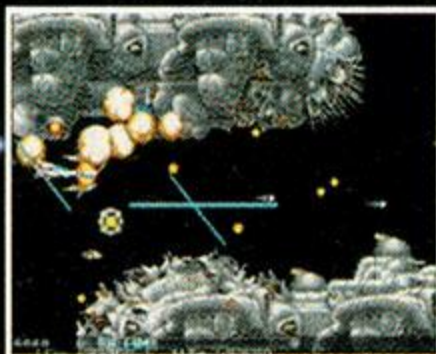
Stage 1

Hordes of enemies called "Harsh" swarm at you, hurling quick missiles.



Stage 2

If you stay in the center of the screen and shoot quickly, the Breas will flutter away aimlessly.



Stage 3

The Warship is reincarnated! This time, you will have to fight two of them at once!



Stage 4

This challenging stage includes moving walls and enemies that must be destroyed with the beam.



Stage 5

Unless you destroy the enemies that generate walls that crush your ship, you are going to have a hard time trying to pass this level.



Stage 6

The final battle! Similar to Stage 8 of the original *R-Type*, you will need to stay back in the center of the screen to take out most of the Bydo empire's goons.

Secret Codes!

For each of these codes, you will hear a noise if each one is entered correctly.

Level Select

Highlight either *R-Type* or *R-Type II* at the title screen, press L2 ten times, then press R2 ten times.

Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left,

Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left,

POWER STONE



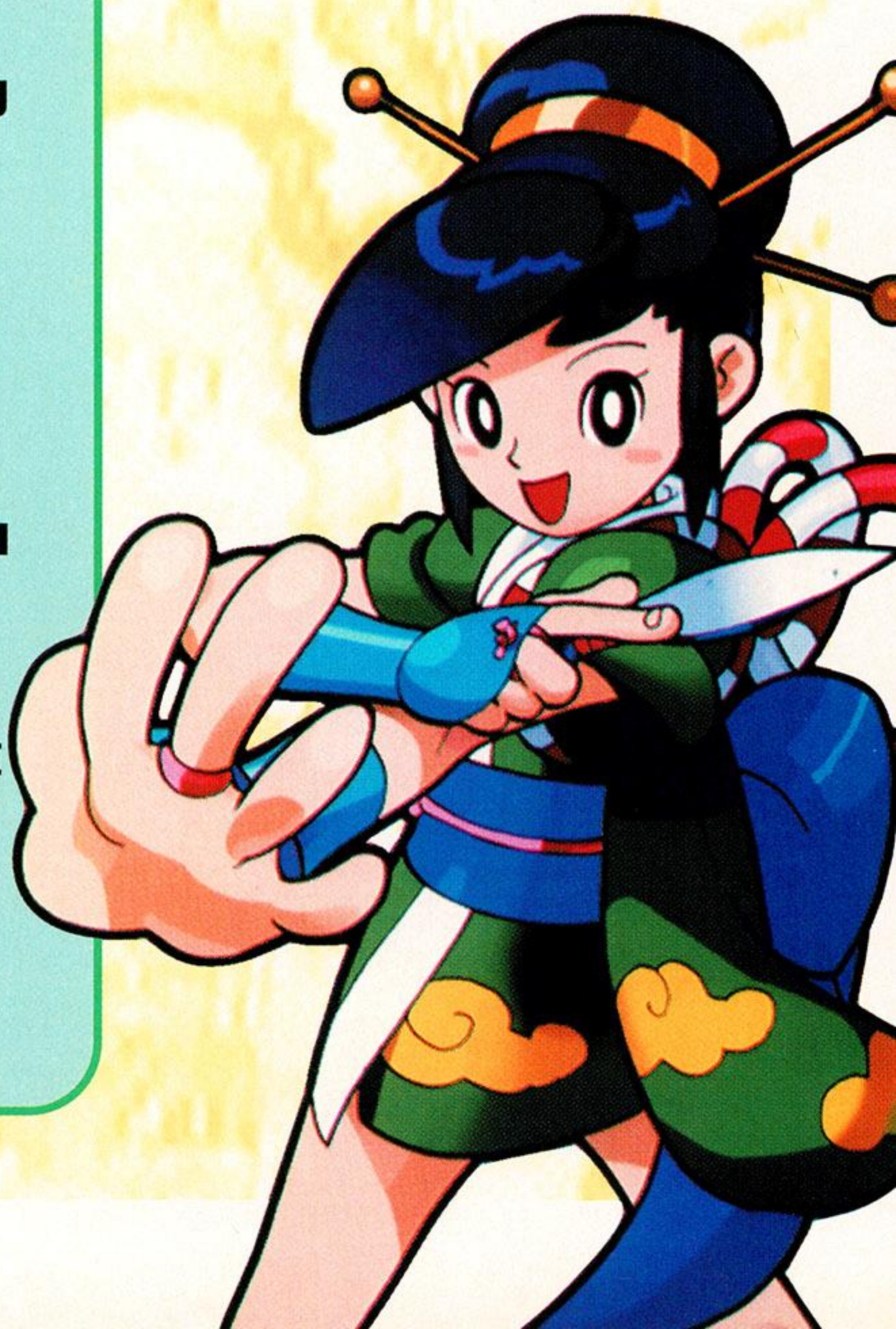
by Jason Wilson



Capcom has really outdone itself with this title. Power Stone just might be the sleeper arcade hit of 1999. With a fully three-dimensional playfield at your disposal, Power Stone sets the stage for some very dramatic battles, making impressive use of Sega's



"Naomi" hardware. A cast of eight all-new characters and an array of items that you can use to knock your opponent's block off make this one of the most enjoyable games in recent years.



The Gameplay

Best described as a combination of Capcom's *Pocket Fighter* (a.k.a. *Super Gem Fighter Mini-Mix* in arcades) and Namco's *Ehrgeiz*, *Power Stone* allows a free style of movement that is faster than anything we have ever seen in a fighting game. The objective sounds simple enough: Grab the three colored gems

to form a power stone, creating "power fusion" which changes your character's attack methods drastically for a short period of time. In order to master the proper techniques and be successful in *Power Stone*, you've gotta practice...and read this strategy guide!

The Buttons

Three buttons are what you'll find when playing *Power Stone*. Take a look at the positioning of the buttons on the arcade panel. The **JUMP** and **PUNCH** buttons are placed vertically with the **KICK** button

to the right of the **PUNCH** button. What this means is that if you are not used to playing with the **RUN** button on *Mortal Kombat 3* or *4*, you'll have to practice using your thumb.

The Stages

There are nine unique stages in the game, each being the "home" stage for a different character. Unlike most fighting games, the gameplay can be heavily influenced by the layout of the stage that you are in. The number and type of items in each stage can also have a dramatic effect on the outcome of a battle. With this in mind, character selection plays a very important role; should you choose a speedy character such as Wangtang, or a strong powerhouse like Gunrock?



Blocking

Where the heck is my **BLOCK** button? There is no blocking in *Power Stone*. You will need to dodge your opponents' attacks and choose your offensive strategies wisely.



Basic Tips

- In a standard two-player "vs." match, Player 1 will always have the red gem at his or her disposal and Player 2 will always have the blue gem. Hitting your opponent once will knock the gem loose; look for it in one of the four corners of the map at the bottom of the screen.

- The yellow gem appears with a large ray of light a few seconds into the round. It will not register on the map immediately, but you can gain an edge over your opponent by looking for the beam of light that appears overhead, then grabbing the gem quickly.

- Attacks that involve throwing objects tend to "lock on" to your opponent; this can allow you to initiate an offensive attack from nearly any spot on the playfield.

Power Fusion and Power Drive



Once you gather the gems together to form the Power Drive, you'll find that the Power Drive meter is nothing like your normal life gauge. You can still be damaged when this attack is implemented, but it is **EXTREMELY** difficult for your opponent to come near you. If your opponent has the Power Drive initiated, your best bet is to run away and find a safe hiding spot. Each character can do four special moves with the Power Drive:

- 1) **KICK**
- 2) **PUNCH**
- 3) **JUMP + KICK**
- 4) **JUMP + PUNCH**

Notice that your Power Drive meter depletes slower when using only the **KICK**



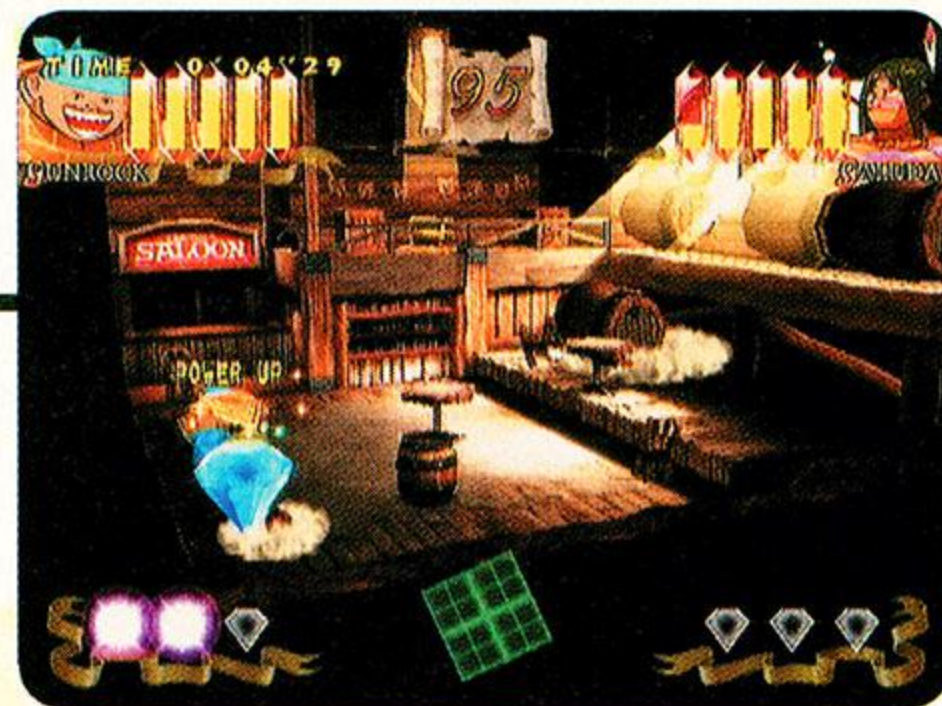
or **PUNCH** button to attack your opponent. However, the Power Fusion moves (**JUMP + KICK**, **JUMP + PUNCH**) will deplete your Power Drive the fastest. Note: The Power Fusion moves can also be performed in mid-air.

Power Stone



Energy

Power Stone does not use the familiar "life bar" to show your character's health. Instead, your remaining energy is depicted as five on-screen jewels, each with a vertical yellow bar. Damage taken from punches and kicks will cause these bars to disappear. However, some parts of your energy meter will turn blue and begin to regenerate slowly. This only happens if your opponent attacks you with punches or kicks! Damage taken from throws and thrown objects cannot be regenerated.



The Controls

Note: These moves are standard for ALL characters.

JUMP

You can press the **JUMP** button, then go into another attack by pressing **PUNCH** or **KICK**. Some characters can "double jump" by pressing **JUMP** again at the peak of the original jump.

KICK

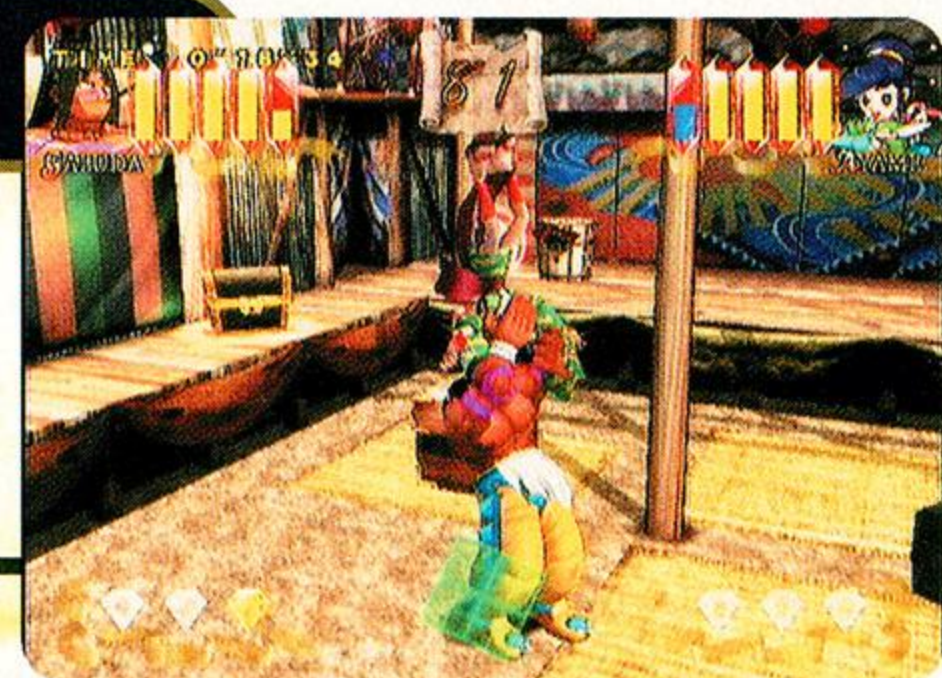
This button can also be used to initiate a flash combo and/or a mid-air attack.

PUNCH

This button can also be used to initiate a flash combo and/or a mid-air attack.

Throws

Throws can be performed by pressing the **PUNCH + KICK** buttons simultaneously. This can also be done in mid-air.



Grabbing Objects

Press the **PUNCH + KICK** buttons simultaneously when close to objects such as benches and chairs. If you are using Galuda or Gunrock, you can pick up larger items (like tables and long, vertical posts) and hurl them at your opponent. You can also grab the vertical posts and various parts of the ceiling with the same button combination. This can be used as a surprise tactic, like in a Jackie Chan movie.



Your opponent might not expect you to grab a piece of the scenery, then launch an offensive attack in one swift motion.

Catching Objects

If your opponent throws an object at you, you can catch it by pressing **PUNCH + KICK** simultaneously. Now you can surprise him or her by throwing it back!

Dodging

If an enemy is about to attack, you can dodge the attack by moving the joystick rapidly.

Weapons

When near a treasure chest, press **PUNCH + KICK** simultaneously to open it; a weapon will appear. A meter will appear above your character that depletes upon using the weapon you have picked up. (Note: The Bomb and Molotov Cocktail can only be used once.)



Blade—One swipe and your opponent loses a ton of life.



Bomb—A timed device that explodes at impact or upon contact.



Bazooka—When picked up, the Bazooka causes you to walk slowly, but one direct hit knocks off an entire energy bar.



Flamethrower—A larger range of motion allows you to hit your enemy from afar, but your foot speed will be very slow.



Molotov Cocktail—This weapon can only be used once; it emits a blaze of fire upon impact.



Lead Pipe—Takes off a ton of damage, but is extremely slow.



Gun—Six is the maximum number of bullets that you can shoot from this powerful weapon, but again, your foot speed will be reduced.



The Characters

All of the moves listed below can be performed when the Power Drive has been initiated.



Fokker

PUNCH	Power Missile
KICK	Power Hariken
PUNCH + JUMP	Power Explosion
KICK + JUMP	Power Rocket



Ayame

PUNCH	Hanashuriken
KICK	Oukagakure
PUNCH + JUMP	Hyakkaryuuran
KICK + JUMP	Ouka no Mai



Wangtang

PUNCH	Dragon Rays
KICK	Dragon's Wind
PUNCH + JUMP	Big Dragon Flash
KICK + JUMP	Mutenryuubu



Gunrock

PUNCH	Gun Gun Rock
KICK	Rock the Crash
PUNCH + JUMP	Rock 'n Roll
KICK + JUMP	Butt Kick



Rouge

PUNCH	Flames
KICK	Magic Carpet
PUNCH + JUMP	Great Fire
KICK + JUMP	Love Dance



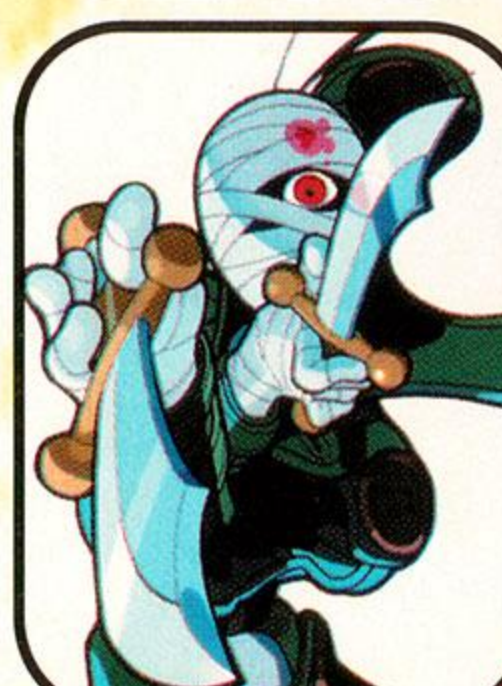
Galuda

PUNCH	Sabaki's Light
KICK	Tenkuu no Sakebi
PUNCH + JUMP	Tenbatsu's Light
KICK + JUMP	Tenkuu no Otakebi



Ryoma

PUNCH	Reijinken
KICK	Laizan
PUNCH + JUMP	Mitarezantou
KICK + JUMP	Tenchiryuudan



Jack

PUNCH	Rolling Slash
KICK	Round Slash
PUNCH + JUMP	Killer Dance
KICK + JUMP	Misery Rain

Flash Combo System

The combo system in *Power Stone* is similar to *Pocket Fighter*. You can string combos with little effort by combining the **PUNCH** and **KICK** buttons. Most of the characters have four hit combos that can be performed from the list to the right. (Note: not all of the characters can perform these specific combos!)

PUNCH, PUNCH, PUNCH, PUNCH
KICK, KICK, KICK, KICK
PUNCH, KICK, PUNCH, KICK
PUNCH, PUNCH, KICK, KICK
PUNCH, KICK, KICK, KICK
KICK, PUNCH, PUNCH, PUNCH
PUNCH, PUNCH, KICK, PUNCH
KICK, KICK, PUNCH, KICK
PUNCH, KICK, KICK, PUNCH
KICK, PUNCH, PUNCH, KICK





Complete 3-D movement allows you to roam just about anywhere on the screen. Remember, if you push the joystick against boxes, tables, etc., you can roll on top of them and get to the other side quickly. The fastest way to get where you want to go is to jump straight up, then push the KICK but-

ton, which directs you at an angle that can get you closer to various gems, weapons and—ultimately—your opponent faster than any other method. Note: After you have used an object, it will reappear a short while later to be used once again.

Dawnvolta

(Gunrock Stage)

There are two rotating spikes that cause damage if you touch them. Another hazard is a blazing well of fire in the center of the stage. Concentrate on obliterating your opponent with the pillar of boxes at the left edge of the screen.



Londo

(Fokker Stage)

The waterfall in the middle of this stage is perfect for outrageous fights in which you constantly "roll" through the water. Many lampposts are here for Galuda or Gunrock to toss around—and don't forget about the park bench! Try double-jumping off the building onto your opponent; he or she will not expect you to pounce on them suddenly!



Dullstown

(Galuda Stage)

This stage involves quite a bit of ruckus! The ceiling fans can be knocked down by jumping at them or swinging onto them. There are also various barstools and barrels to make things interesting. Most treasure chests appear on the second floor, near the top left corner of screen. The large bookcase can be taken down as well.



Mahdad

(Rouge Stage)

The larger characters can pick up the palm tree here. There are also various jars and pots to be used as weapons. Beware of the pots with fire that can harm you.



Mutsu

(Ryoma Stage)

You can climb on the second level—and the snow-covered roof—but there are not many objects up there that you can use to hurl at your opponent.



Oedo

(Ayame Stage)

In this stage, paintings can be knocked down near the ceiling, and there are many beams that can be used by Galuda and Gunrock. Also, the ceiling is useful for escapes. Smaller characters can climb the ceiling and knock pots onto their enemies' heads, and the roof can be used only to pounce onto your opponent.



Manches

(Jack Stage)

The two windows can be broken by jumping through the glass. The rocking chair, merry-go-round pieces and glass can all be used as weapons. You can also use the clock on the ceiling to hit someone.



Tong An

(Wangtand Stage)

A fun stage with an array of poles and chairs to swing from and/or throw. On the right side of the screen, you can climb the rafters and run into the shelf to knock down a row of jars onto your opponent!





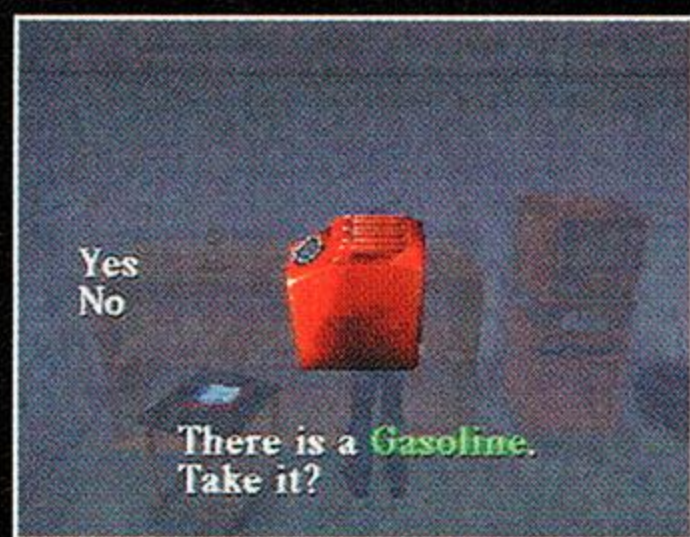
SILENT HILL

secret weapons

by Anatole Brown

How many times have you played *Silent Hill* to get all the endings? Last month we showed you how to get the standard endings, but did you know about the special UFO ending? That's right, aliens and all! The aliens will also give you the elusive Hyper Blaster so you can zap all the fiends the next time you start. We'll also recap how to get the other secret items: the gas tank, rock drill, chainsaw and katana.

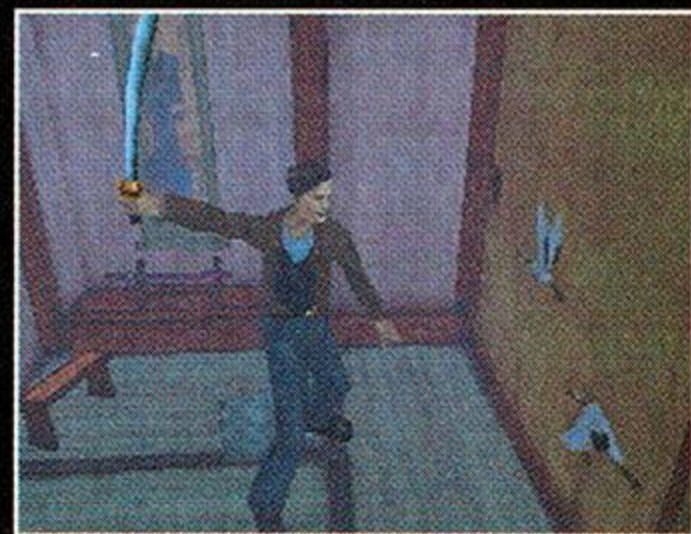
gas tank, rock drill and chainsaw



As you may have noticed when you played the first time, you can't get the rock drill and chainsaw unless you have the gas tank. First, you have to beat the game. It doesn't matter if you get a good or bad ending; the items will appear on your ratings screen. The next time you play, you will find

the gas tank in the garage of the gas station near the drawbridge. The rock drill is on the first floor of the drawbridge control tower. Use the gas tank to obtain it. The chainsaw is located at the west end of Bloch Street (where the road breaks off) in the display window of the Cut-Rite Chainsaws store.

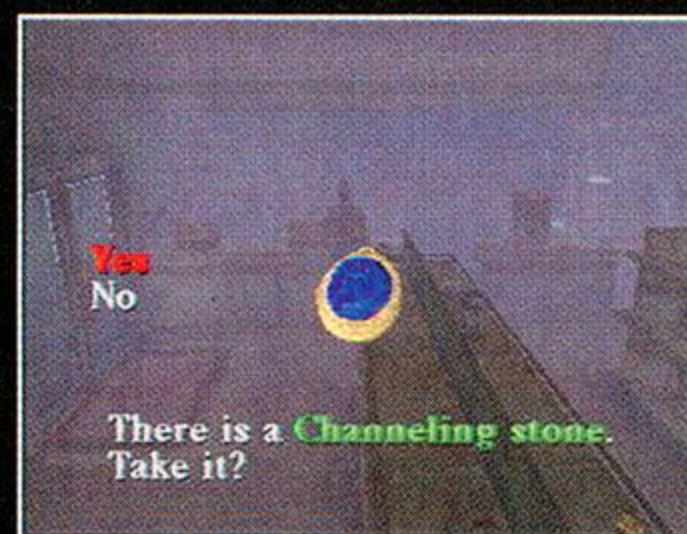
katana



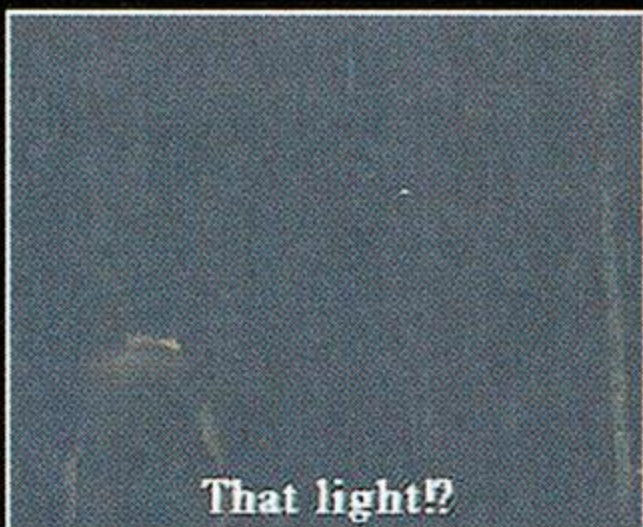
You must complete the Next Fear save game in order to see the katana in your ratings screen. The next time you play, go into the Levin Street house (the one with the key in the doghouse), enter the room immediately to the right (remember how it was locked before?) and you'll find the katana. Sweet!

ufo ending and hyper blaster

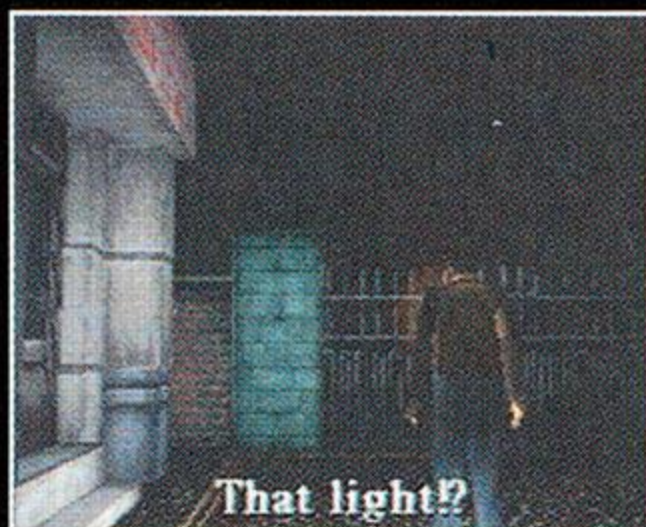
You can get the UFO ending the first time you play, without even beating the last boss! Towards the start of the game, go into the convenience store on the northern end of Bachman Road (the pur-



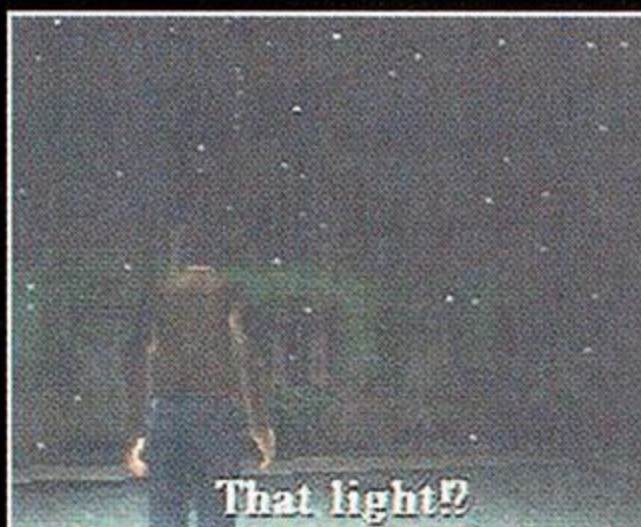
ple box on the map) and grab the Channeling Stone on the store counter. If you use the stone in the following five areas, you will get the UFO ending:



1. On the roof of the evil school.



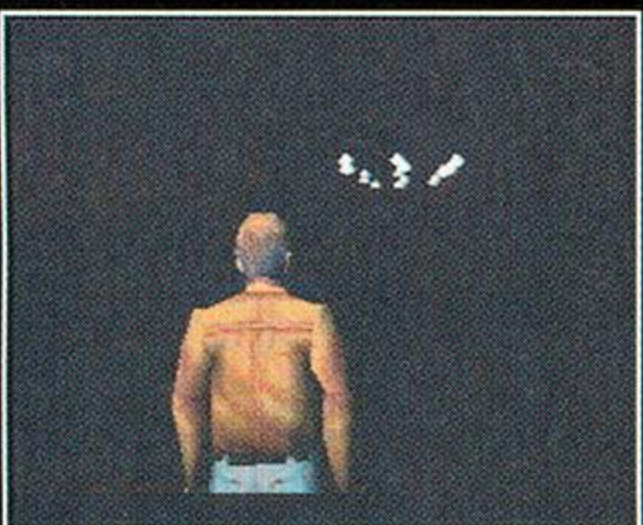
2. Right before you fight the moth boss, in front of the hospital entrance.



3. In the motel parking lot near Kaufmann's room.



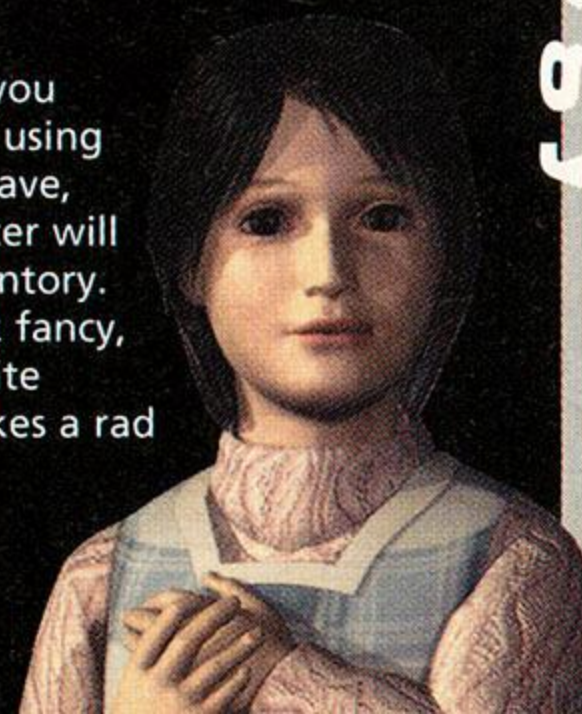
4. In the boat, right after you meet Cybil and Dahlia.



5. On the top of the light-house, right after you meet Alessa. We won't spoil it for you, but if you see the UFO lights approaching then you know you'll get the special ending!



The next time you start the game using the Next Fear save, the Hyper Blaster will be in your inventory. It may not look fancy, but it has infinite ammo and makes a rad sound.





Activision continues its N64 software assault with *Vigilante 8*. A conversion of the vehicular combat game released last summer on the PlayStation, this version of V8 rocks in an even bigger way, thanks to hi-res Expansion Pak graphics and the inclusion of a brand new level! As any action-seeking owner of the Fun Machine will attest to, V8 is exactly the type of game which has been sorely lacking on the system. So hop into that groovy ride, man...we gonna blow the lid offa this sucker with every code in the book—plus give you a quick breakdown of the game's all new, secret bonus level: Super Dreamland 64!



by Jim Loftus

CHEAT CODES GALORE!



A_MOON_GETAWAY	Reduce gravity
LIVING_FOREVER	Invincibility
MIX_MATCH_CARS	Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode
MISSILE_ATTACK	Enhanced missile
I_AM_TOUGH_GUY	Hardest difficulty level
GO_REALLY_SLOW	Slow motion mode
MAX_RESOLUTION	Ultra high-res display mode
FIRE_NO_LIMITS	No weapon delay when firing
LEVEL_SHORTCUT	Unlocks Sand Factory and Secret Base levels
GANGS_UNLOCKED	Unlocks all vehicles except flying saucer
GIMME_DA_ALIEN	Unlocks flying saucer
JTBT7CFD1LRMGW	Unlocks everything
POPULATION_OUT	After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press A to accept and start the game.
LONG_SLIDESHOW	After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

ULTRA RESOLUTION

Normally, there are only two resolution options available in the game (that is, if you have the Expansion Pak installed). Check out the differences between these three screens. While "Ultra" resolution is indeed the sharpest, it reduces the frame rate of the game significantly.



NORMAL



HIGH

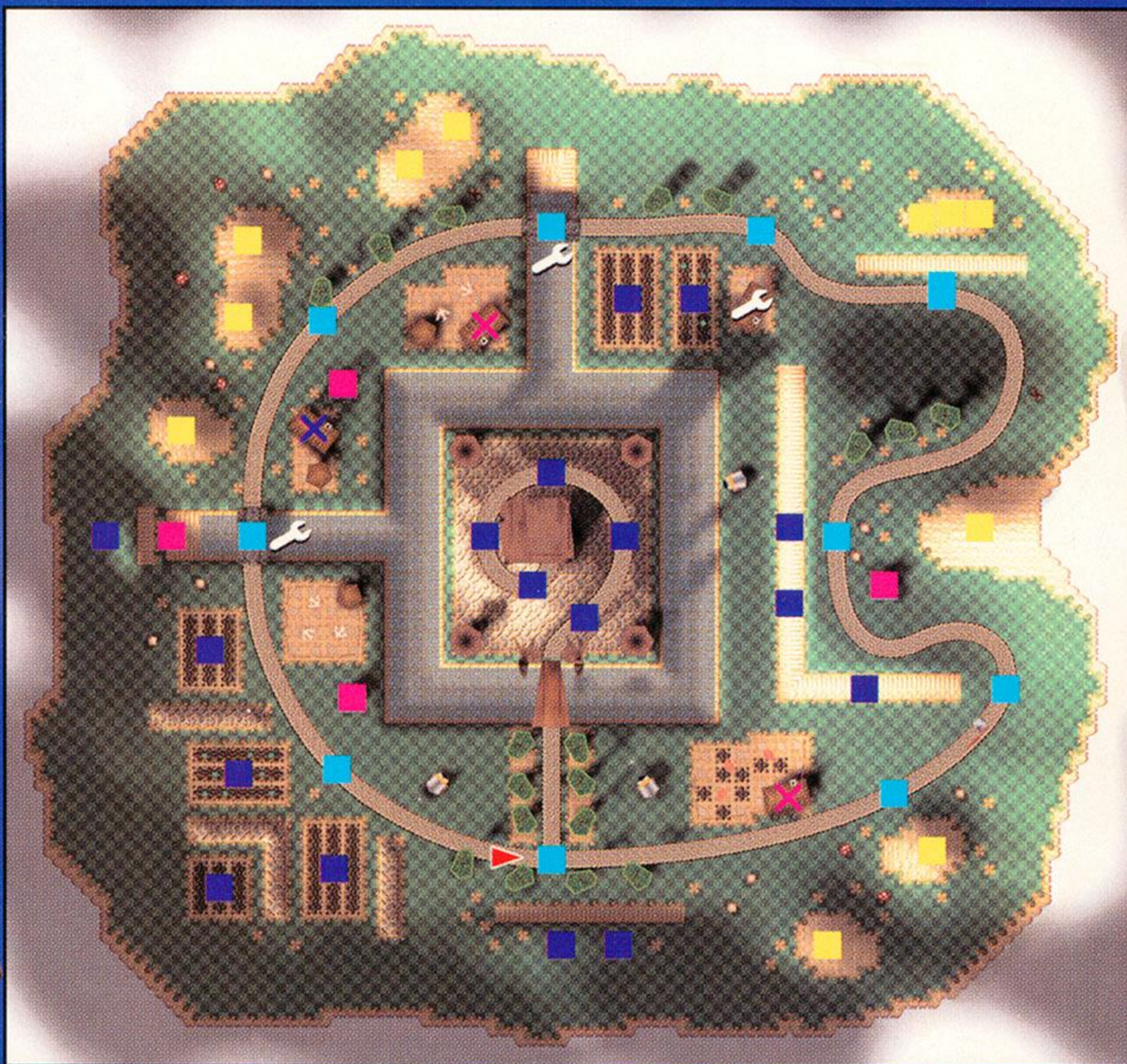
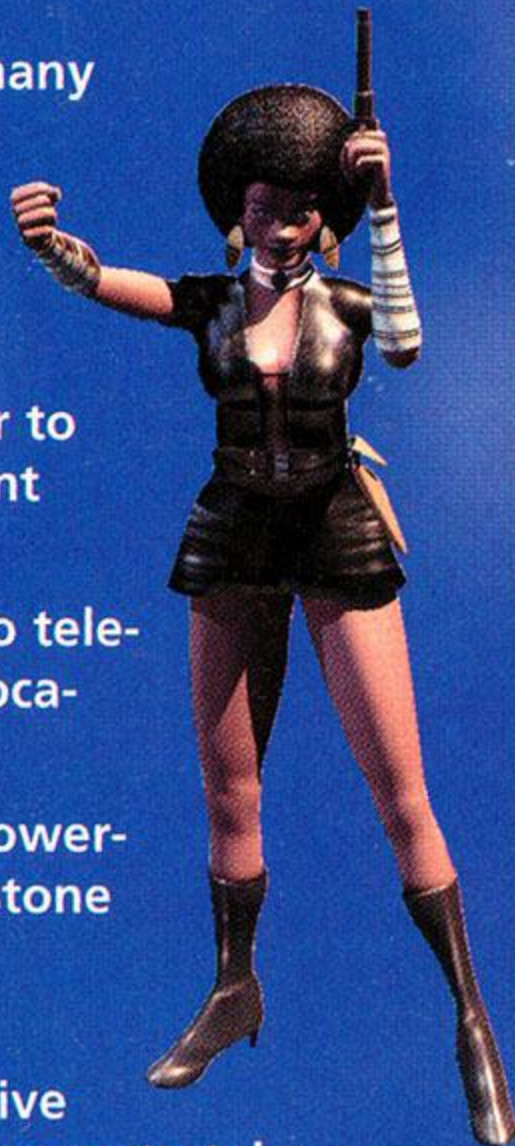


ULTRA

SUPER DREAMLAND 64!

A real departure from the realistic battlefields featured in V8, this level is completely bonkers. A colorful, fairy tale world gone mad, Super Dreamland 64 is accessible only after you have finished Y the Alien's quest through the Sand Factory and Secret Base levels (or by entering the "Unlocks everything" cheat code).

- Blow up houses; many contain power-ups.
- Blast knights and pigs to turn them into butterflies.
- Drive into the river to teleport to a different location.
- Drive into a well to teleport to a different location.
- There is a repair power-up under the small stone bridge.
- Cross the wooden drawbridge, then drive into the Evil Castle tower to teleport to a different location.



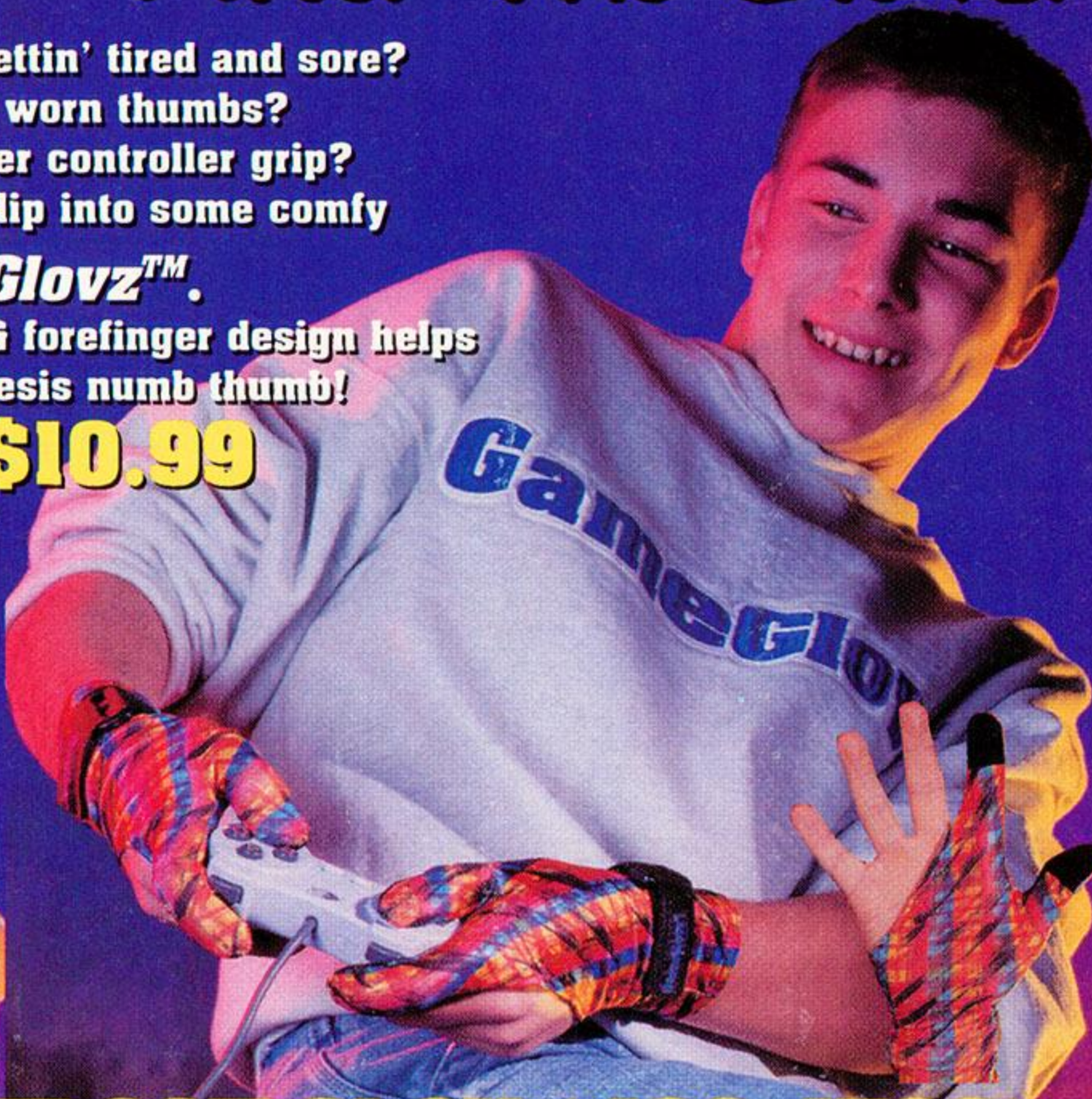
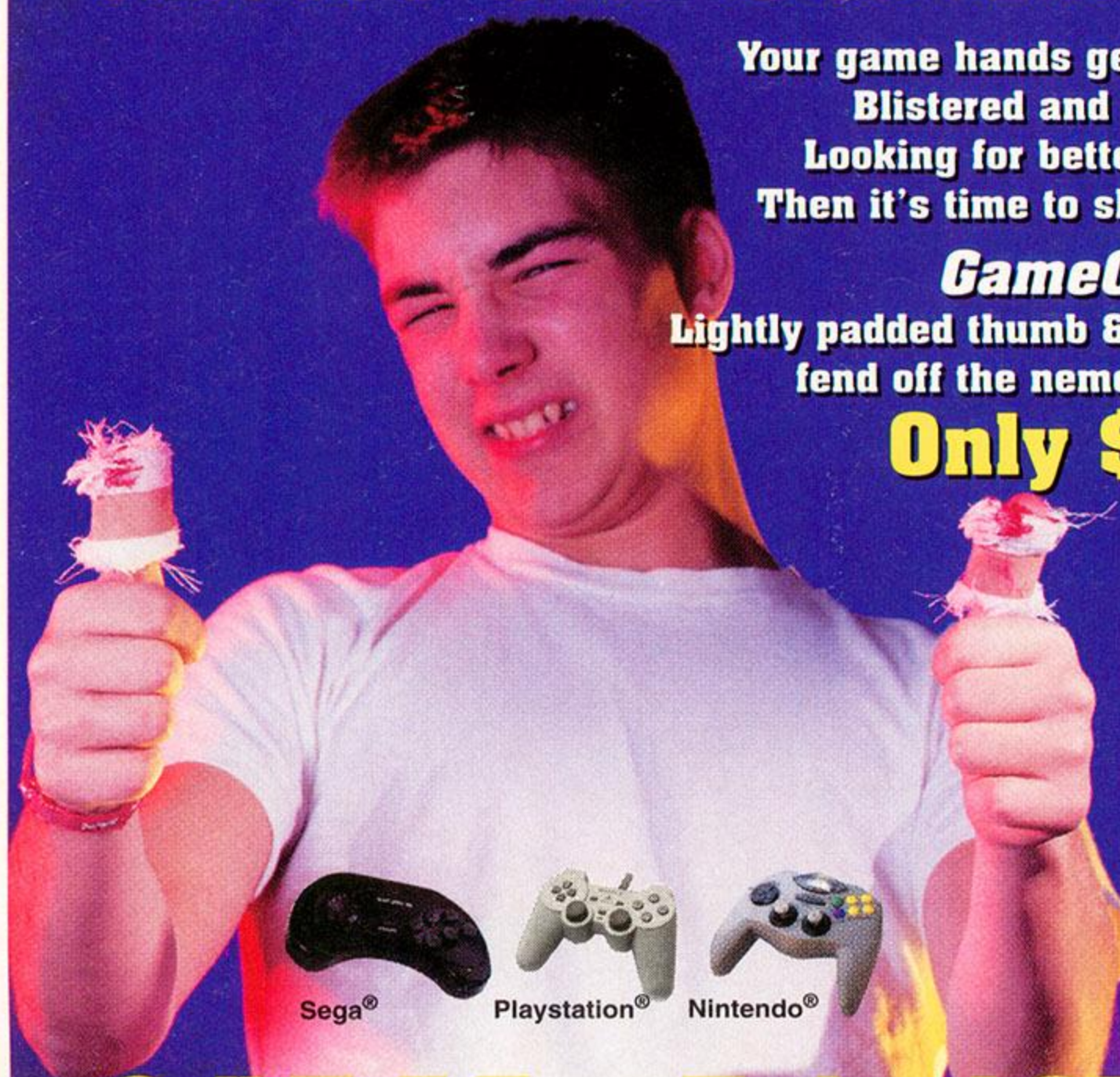
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SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tips & Tricks Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



DINO CRISIS

Capcom • Fall • 1 Player

Resident Evil addicts take note: Capcom's got a new ace up its sleeve. Produced by Shinji Mikami, the creator of the *Resident Evil* series, *Dino Crisis* is being billed as a new brand in the "survival horror" genre. The game takes place in the near future on Ibis Island. Upon being cut loose from federal funding, a mentally disturbed (ie; mad) scientist, Professor Kirk, has set up his own secret lab in order to complete an amazing experiment. If successful, Kirk's experiment will tap into a revolutionary energy source capable of injecting new life into a polluted planet Earth. Like Eidos' *Tomb Raider*, the player takes on the role of a female character. As Regina, a member of a special task force, you must locate Professor Kirk, seize all research records and make it off the island in one piece. Not that that's going to be an easy task, mind you; Ibis Island is also home to bloodthirsty dinosaurs, all ready to chomp you to bits. There are Raptors, T-Rexs and even those little, irritating-but-equally-deadly Compys. Furthermore, Capcom developers have upped the ante with advanced enemy intelligence. Dinos don't just prance around like numbskulls, they actually stalk their prey. A Raptor, for instance, may actually toy with you before moving in for the kill. A character disarmed during a vicious attack can be rendered helpless until a new weapon can be selected and used. An inventory sub-screen—similar to the one featured in previous *Resident Evil* games—is on hand for sifting through items and the like. Unlike the *RE* series, however, the world of *Dino Crisis* is completely polygon-rendered. Other bone-chilling touches include extremely-realistic dinosaur renders and mood-enhancing light sourcing. Incredibly, blood trails are left by severely injured characters, which could be a sign that the dinosaurs in the game will have the ability to "sniff out" and track their prey. One thing is certain: We can't wait to get our paws on this game.

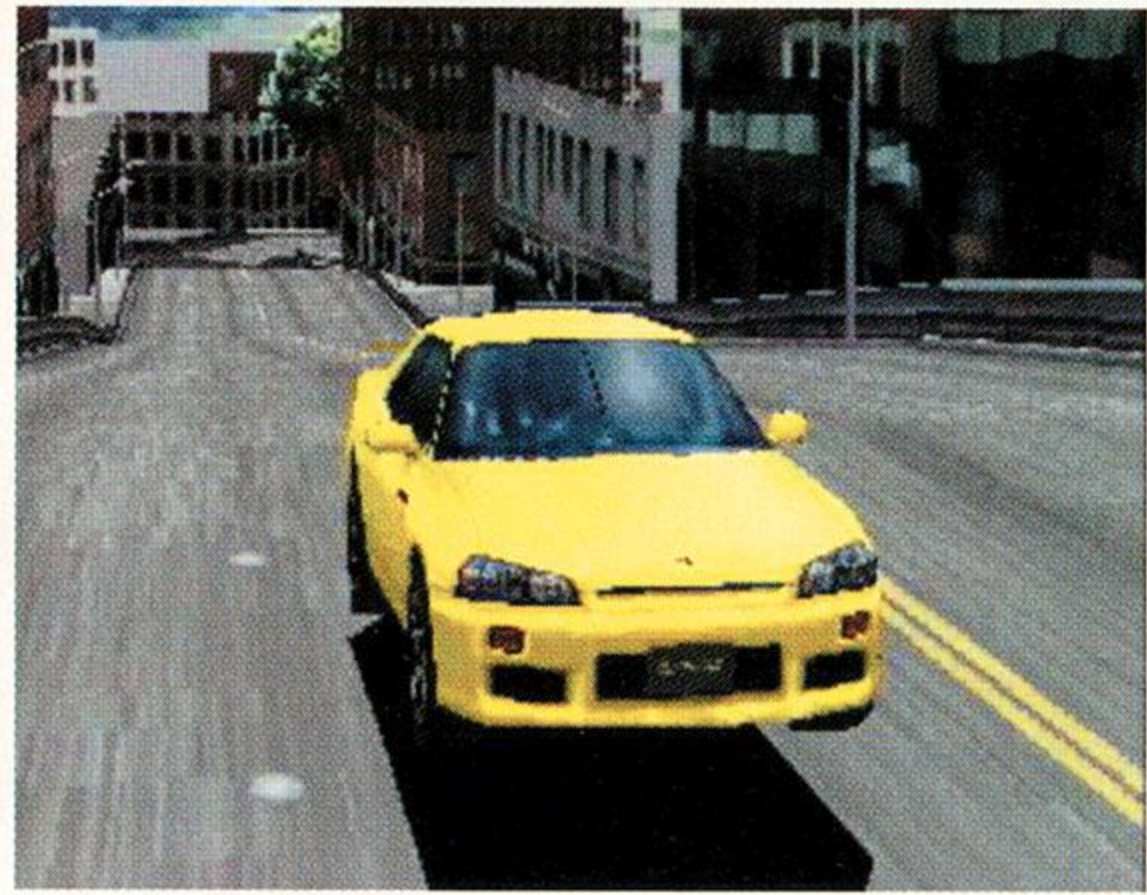
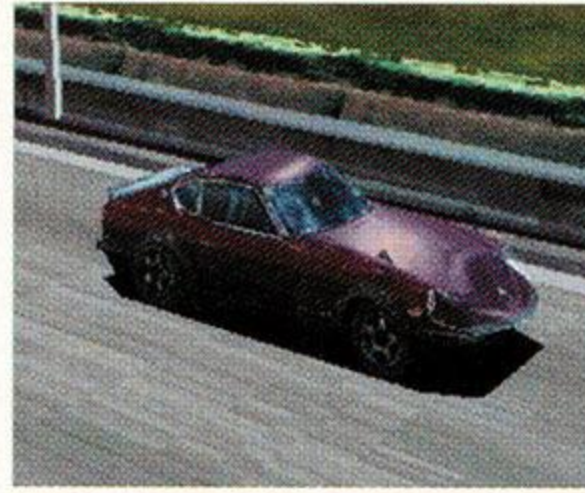




GRAN TURISMO 2

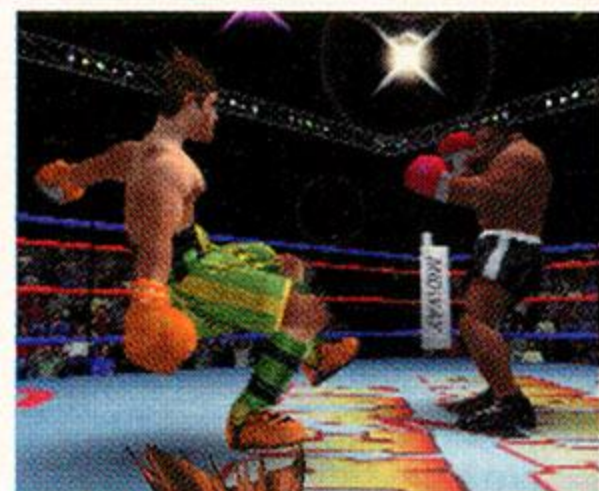
Sony • Summer • 1-2 Players

Fortunately, it was only a matter of time. The sequel to last year's megasmash PlayStation driver is on its way! *Gran Turismo 2* has the markings to be so much more than your average follow-up. Twenty tracks will be offered, including dirt courses for rally racing. There will be classic muscle cars, too, perfect for taking advantage of the brand new "Drag Racing" and "Hill Climb" modes. *GT2* will also deliver 60 license tests—a staggering amount when compared to the original's 24. Manufacturers this time include everyone from Chevy to Ford/Mercury, Shelby to Plymouth/Dodge and even hi-tech, relative newcomer, Vector. "The goal for this series is to become an encyclopedia of automobiles," explains Kazunori Yamauchi, producer of the original *Gran Turismo* and its sequel. Expect an American release sometime very soon. In the meantime, to ease your hunger pangs, feast your ever-lovin' eyes on these superb-looking screen shots!



READY 2 RUMBLE

Midway • September • 1-2 Players • Online Capability



For the first time ever in the history of video games, a new console system may launch with a boxing title. Midway's *Ready 2 Rumble*—an over-the-top, arcade-style slug fest—is in simultaneous development for PlayStation and Nintendo 64 and Sega's new Dreamcast. As the name indicates, *R2R* will feature the patented, seasoned voice of legendary ring announcer, Michael Buffer. Not that this will be the first time Michael Buffer has had his presence into a boxing game; several years ago, he was featured in Digital Pictures' *Prize Fighter*. From the three versions in the works right now, the DC version is set to shine brightest, thanks to accelerated graphics and features. In addition, players will be able to engage in some long-distance pummeling via the console's built-in modem/Internet capabilities. The game will come ripped with some 20+ uniquely-skilled boxers to choose from; all of them looking extremely slick. *R2R* contains several modes, as well. Train hard and work your way through the ranks to win a title belt or jump straight into the action with a Midway-certified, lightning-fast arcade mode. Arcade mode comes packed with one-hit "super punches" and a "dial-a-combo" system. Players who go the championship route take on the role of both boxer and manager. Personalize your fighter, then manage his winnings in an effort to sign additional boxers. Championship mode also lets you purchase training equipment for the gym. Train hard to build up speed, power, stamina and durability. During championship mode, your fighter will receive real-time updates on events in the boxing world, useful in managing your fighter and sizing-up the opposition. So far, *Ready 2 Rumble* looks and sounds like it'll come out swingin'.

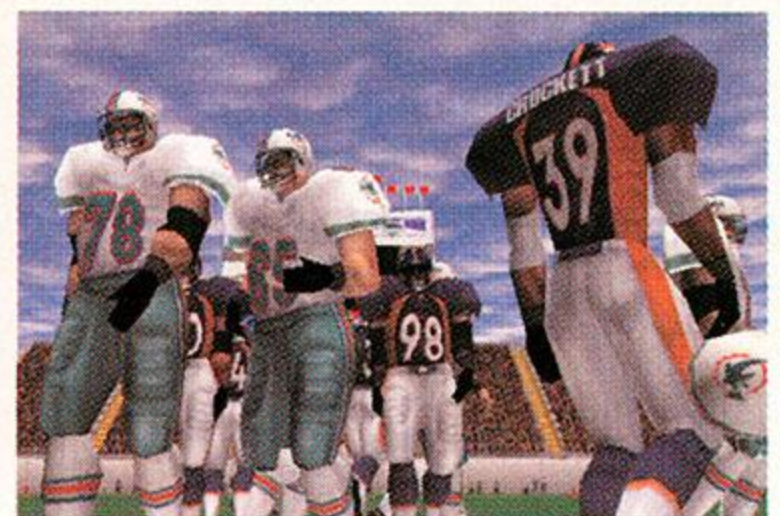
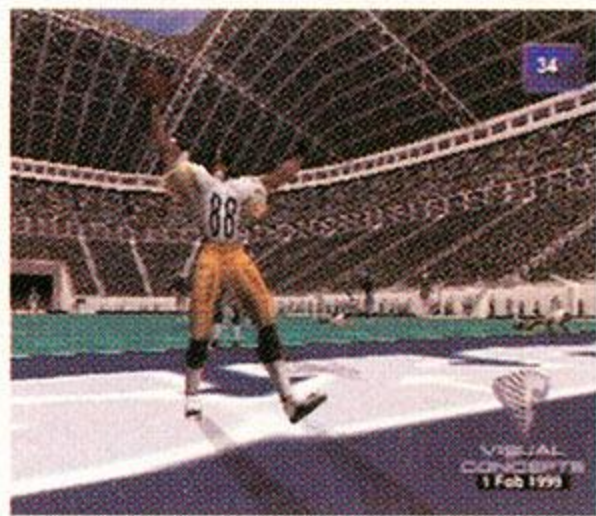
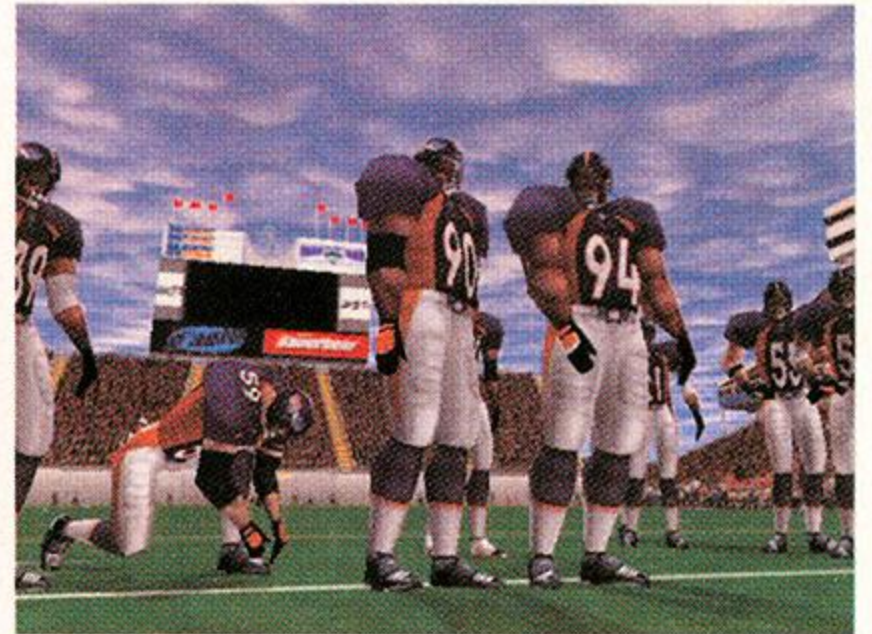
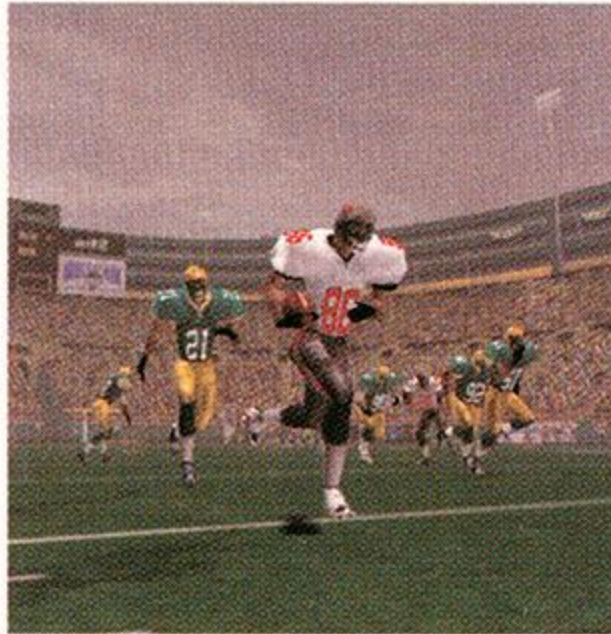
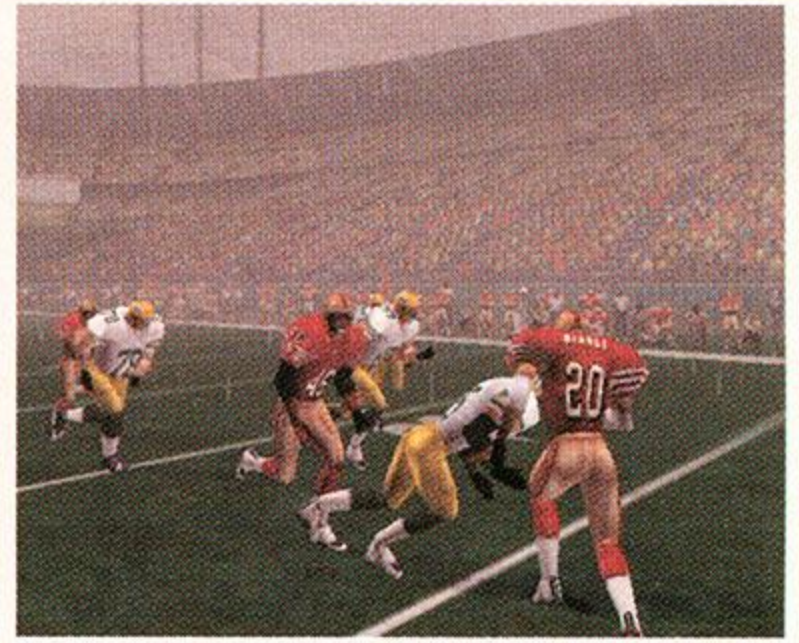




FOOTBALL

Sega • September • 1-4 Players

In development for nearly a full year so far, Sega's graphically super-charged football game for the Dreamcast is at last nearing completion. Developer Visual Concepts is delivering the goods in more ways than one. First, the graphics; they are second to none. Amazingly, just when we thought it couldn't look any sweeter than *Blitz*, along comes this sucker. As you can clearly ascertain from looking at several of the screen shots seen here, stadiums are brimming with what seems to be living, breathing spectators. There are coaches, substitute players, sideline lookie-loos, camera and sound crews, cheerleaders, even *water boys*, for crying out loud (although we prefer the cheerleaders, of course!) So it all seems good on paper, but how's it play, you ask? Although we have yet to lay our mitts on a playable version (that should change by the time you read these words), we can tell you that the demos we've seen behind closed doors put our collective jaws on the carpet. At the center of the amazement comes the game's "localized collision." When a player is hit on screen, he reacts so convincingly, it's almost uncanny. Plowing into a receiver from the side causes a totally different on-screen reaction than, say, clipping one at the shoulder. One example we saw was when one player grabbed the ankle of another; this caused him to hobble repeatedly on one leg in an effort to break free before hitting the astro-turf. A blend of lightning fast arcade-style action and one part strategy, Sega is betting big on the success of this game, informing us that "it's basically finished, which means we can spend the next six months or so fine-tuning gameplay to perfection." Should EA be worried? Probably not, but like the saying goes, anything's possible.



* As of press time, this game has not yet been given an official title.

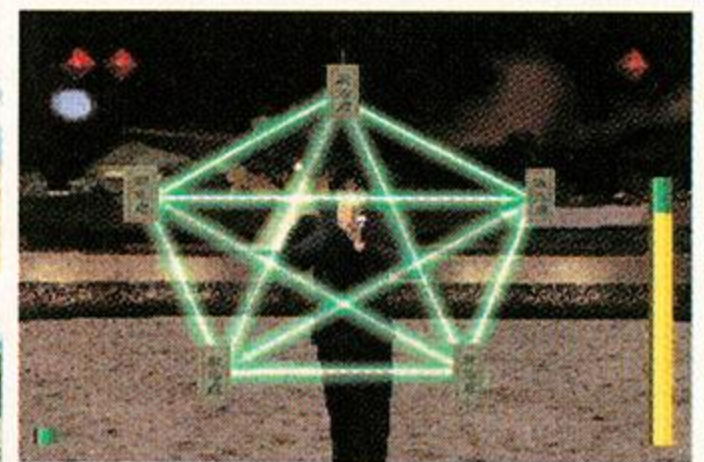


EVIL ZONE

Titus • June • 1-2 Players



Released as *Eretzvalu* in Japan, *Evil Zone* is the second PlayStation offering from developer Yukes. The company's first graphically-supercharged attempt, *Sokaigi*, was published by Square in Japan, but unfortunately garnered a lukewarm response due to its uninspired gameplay. With its strangely obscure anime style, *EZ* seems an odd choice for the American market and a rather gutsy attempt by Titus. Not that we don't appreciate strangely obscure anime-style games; to the contrary. We like this game. A lot. Even though this is one of those "who the heck are these characters, anyway" polygon-rendered brawlers, all of the fighters are extremely cool-looking and possess outrageous skills. In fact, many of the special moves in this game are so over-the-top and "Square-like", they must be seen in motion to be fully appreciated. The graphics really smoke, too. *Evil Zone's* control scheme is easy to learn. All of the attacks are performed by pressing the Δ button in conjunction with a directional movement with the D-Pad. Simple and straightforward. With a whole slew of well-established fighting game franchises available right now for the PlayStation, it would be easy to overlook *Evil Zone* at this point. Disregard the temptation; *Evil Zone* not only holds its own, it kicks butt in a big way.



We love Midori's special attack, mainly because it involves a scantily-clad girl multiplying herself and surrounding her opponent!



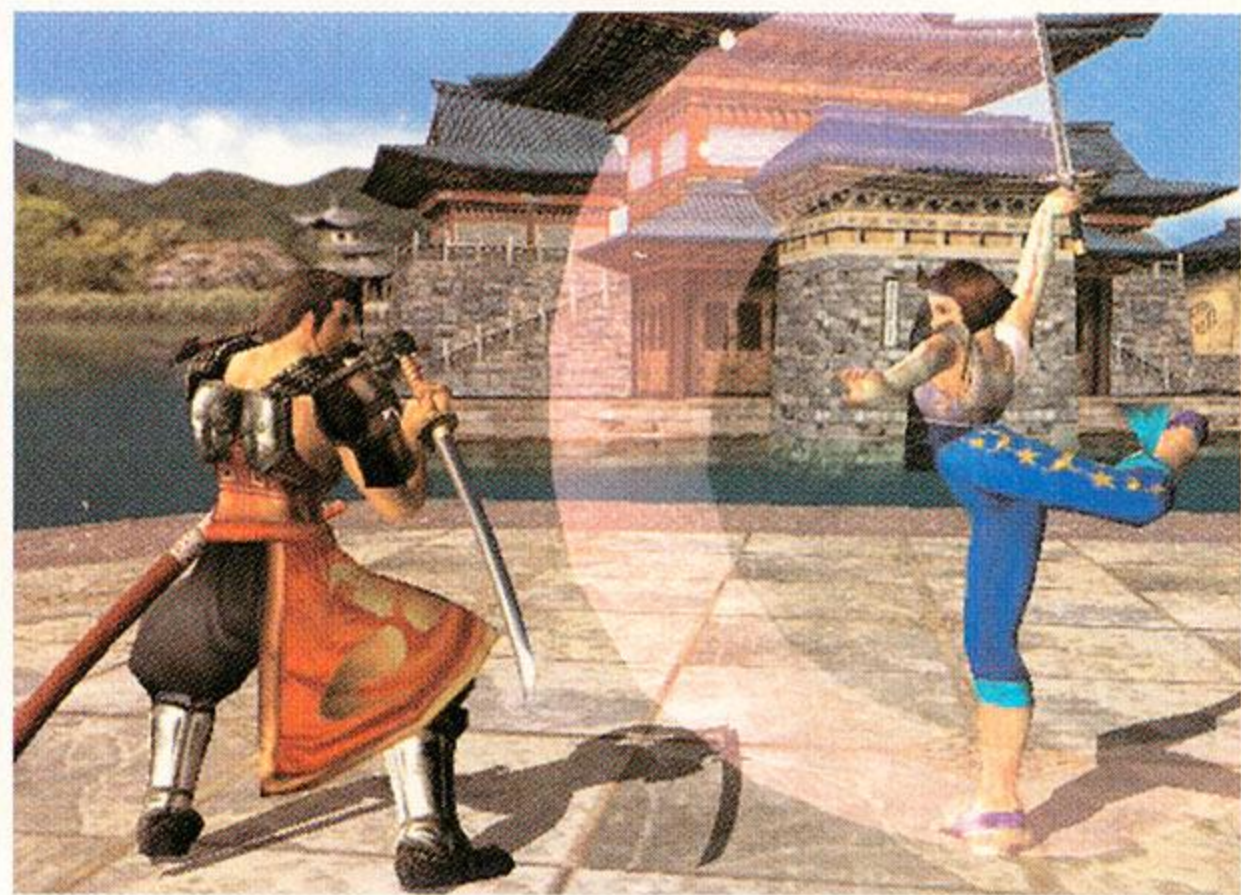
SOUL CALIBUR

Namco • Fall • 1-2 Players

At a private showing held in Tokyo in mid-March, Namco unveiled its second official Dreamcast title, *Soul Calibur* (Air Force Digital being the first.) While demonstrating a 30%-complete playable revision at the event, Namco has made it clear that this home version will not be just a straight port, but rather will be enhanced with several DC-exclusive features. Shockingly, company representatives also stated that the game will contain improved graphics and a better frame rate, maximizing the power of Sega's new hardware. Running at a constant 60 frames per second, the game was a hi-res dream come true for fans of Namco's ongoing *Soul Blade* series. There will also be brand-new gameplay modes not featured in the arcade original. One could speculate that Namco will add new characters to the list of 10 already available as well as some type of four-player option to take advantage of the extra control ports Dreamcast has to offer. Start "casting your dreams," everyone!



▼ We like to see characters of this...calibur.

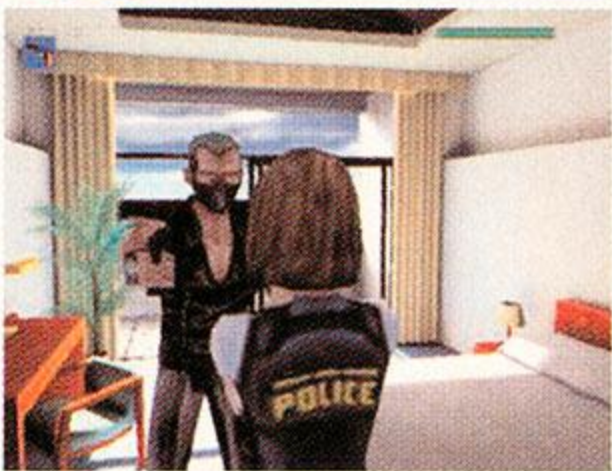


UNDER COVER: AD 2025 KEI

Sega • Possible in '99 • 1 Player

Touted as "not just another *Resident Evil* clone", Pulse Interactive of Japan has labeled *Under Cover* as a "Detective Action/Adventure" game. Along with Capcom's upcoming *Bio Hazard: Code Veronica*, Jaleco's *Carrier* and Climax's recently-released *Blue Stinger*, *Under Cover* should attract those looking for three-dimensional, city-based, "mystery" gaming. Masayasu Ishikawa, producer of this

title, has stated that his development team wishes to place an emphasis on immersive storytelling while at the same time providing plenty of pulse-pounding suspense and action. The game's plot was contracted out to famous Japanese novelist, Arimasa Osawa. The game contains three main areas: City Hotel, Bay Area and Water Town. Posing as Kei Samejima, a female undercover police officer, the player must infiltrate the seedy, ruthless world of organized crime. Solve puzzles and interact with characters to gain information; all while eliminating the enemy and trying to keep your cover from being blown. The level of graphic detail in the game is amazing. The hotel room (see photos) looks incredibly convincing, containing all of the details you would expect to see if you actually stayed in one. Barring any Dreamcast development delays, *Under Cover* should release this Summer in Japan, with an expected U.S. arrival later in the year.





FINAL FANTASY VIII

Square/EA • September • 1 Player

UPDATE!

SUPER
輸入
IMPORT!

The effects for the Guardian Force attacks still demonstrate the PlayStation's graphic power.

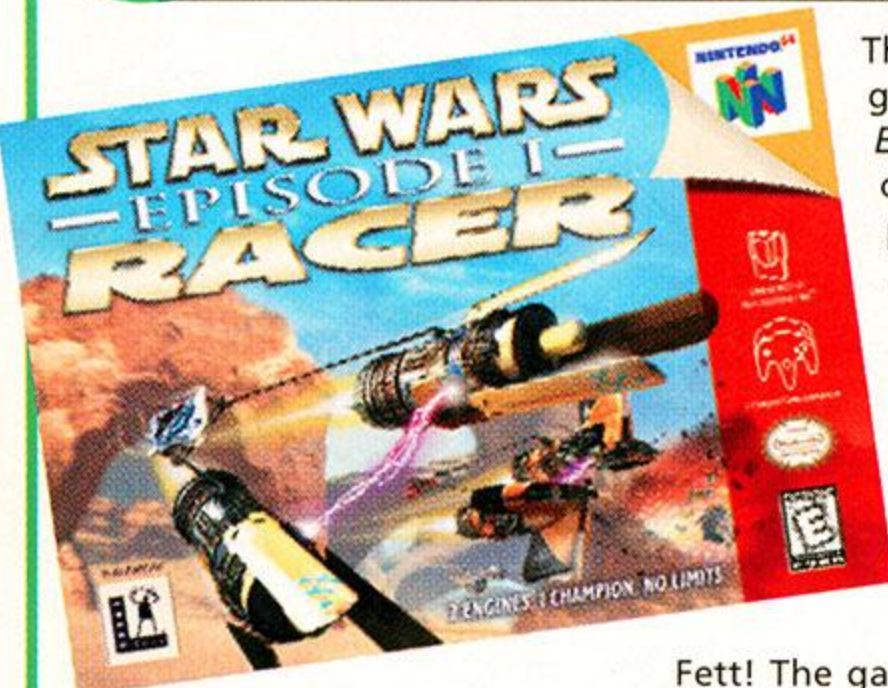
The countdown begins for the U.S. release of this year's most anticipated title, *Final Fantasy VIII*. Get ready to be blown away by spectacular CG scenes and a killer story line. Players will get to play two alternating stories featuring two different main characters: Squall and Laguna. Your first stop will be the academy where you'll learn the basics of the new FFVIII fighting system. The main feature of the new fighting system is the Junction system where you'll learn to equip your Guardian Force. Throughout the game you will be trying to capture various monsters which

you can eventually use as your Guardian Force. The visual effects for the Guardian Forces are absolutely mind-boggling when you release them on your foes. Once again Square demonstrates that a great game requires a great story. *Final Fantasy VIII* will have you laughing, sweating, cheering and even choking up a little at times. Mini-games for the PocketStation will also be supported for the U.S. version, so go buy one now! The game is a massive four-disc set with a giant world map that should have you locked away in your room for weeks!



STAR WARS EPISODE ONE RACER

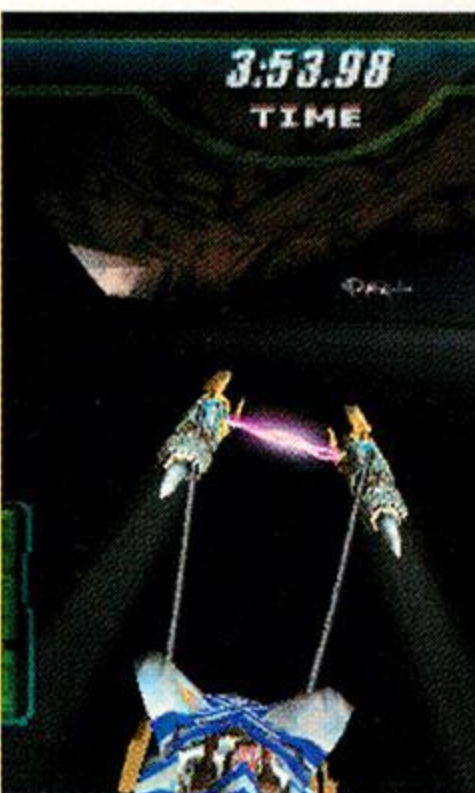
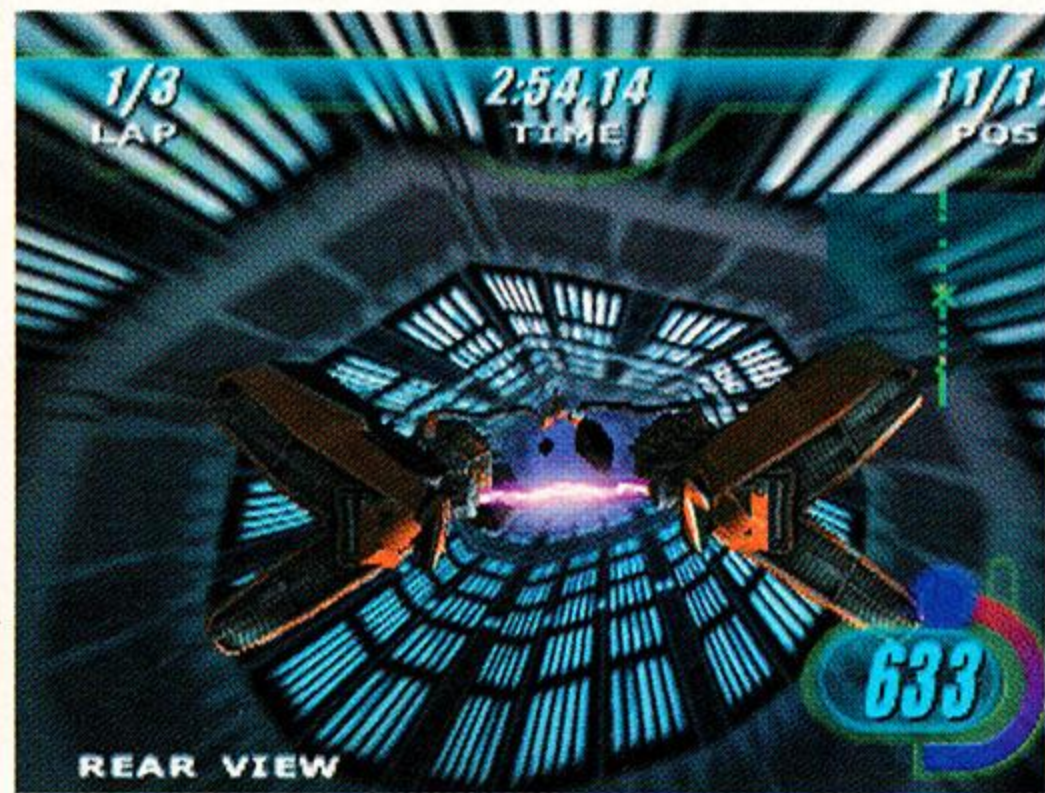
Nintendo • Available Now • 1-2 Players



The first *Star Wars: Episode One* licensed game has hit the shelves. *Star Wars Episode 1 Racer* features futuristic hover crafts called Pod Racers. Your craft is pulled along by two engines, much like a being on a chariot pulled by horses or waterskis pulled by a boat. The game is unbelievably fast, much faster than *F-Zero*! Race on all kinds of planetary terrain. Out of the 21 available crafts to choose from, 18 are actually featured in the upcoming movie. Some of the characters you will recognize are Anakin Skywalker and even Boba

Fett! The game will support the Memory Expansion

Pack to give you high-resolution blistering graphics. This is a first in a series of *Star Wars Episode One* games that Nintendo has planned for this year. Get a taste of the *Star Wars* world before the movie comes out!





Select Games



STAR OCEAN: THE SECOND STORY

SCEA • June 1 • 1 Player



It's almost unbelievable that Enix hasn't made a ton of RPGs for the PlayStation after its huge success with the *Dragon Warrior* series. *Star Ocean The Second Story* is an epic two-disc set which will be brought over to the U.S. thanks to SCEA. Players will be able to choose between two story lines: Claude, the guy or Rena, the girl. They both meet up in the story so you if you play twice, you'll be able to view the storyline from two different perspectives. Claude accidentally warps into an unfamiliar world and he must find his way back, while Rena discovers that she is quite different from everyone in her village and she must find out who she is. The game uses a system called "Private Action", where the character's choices will affect the outcome of the game. In fact, there are 80 possible endings for this game! Characters also must learn various battle skills by creating items from raw materials through cooking, alchemy, mining, chemistry, etc. A cool little twist from usual RPG battles is that the characters can be controlled to move around and they actually have speech during battle. *Star Ocean Second Story* is definitely recommended for those RPG fans who want a little taste of what *Dragon Quest VII* could be like.

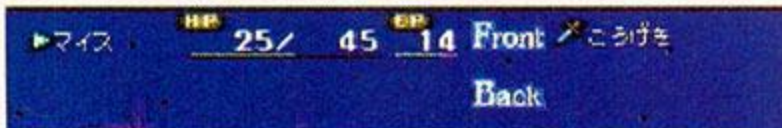
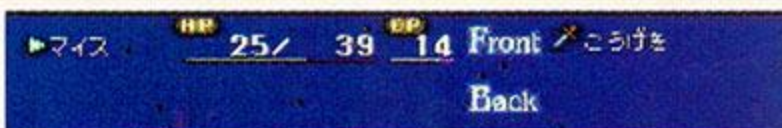


THOUSAND ARMS

Atlus • August 1 • 1 Player



Thousand Arms was in development for three years at the studios of Red Company, cre-



ators of *Bonk's Adventure*. The game puts you in the role of Meis Triumph, a son of a noble blacksmith. His world is a battle-torn land where magic and machines reign. Along the way Meis encounters various foes, but he is also constantly distracted by various women and can't stop going on dates! The dates aren't useless, however, since Meis will learn various skills with every successful date or encounter. *Thousand Arms'* art style alternates between simple sprite characters and anime drawings. The backgrounds are rich with lush polygonal graphics, allowing for incredibly dynamic camera angles during battle. The game spans over two discs and with over 12 hours of spoken dialogue, this will be Atlus' most ambitious translation project yet.



The game shifts between sprite characters and anime-style art to bring more life.



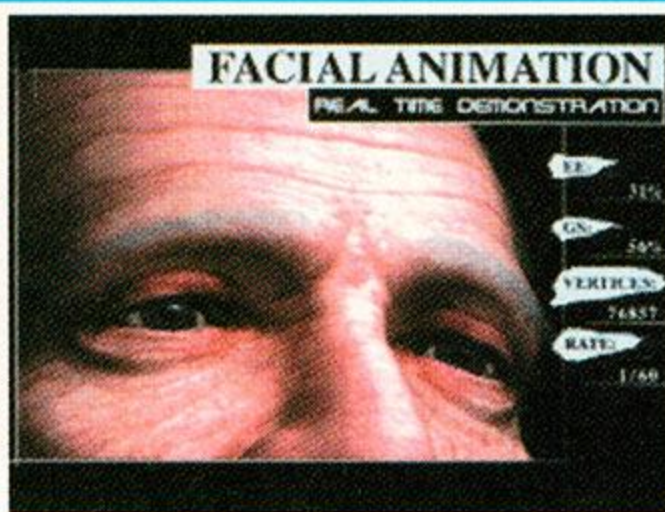
Select Games
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Final Fantasy VIII Demo - PlayStation 2



Final Fantasy VIII Demo - PlayStation 2



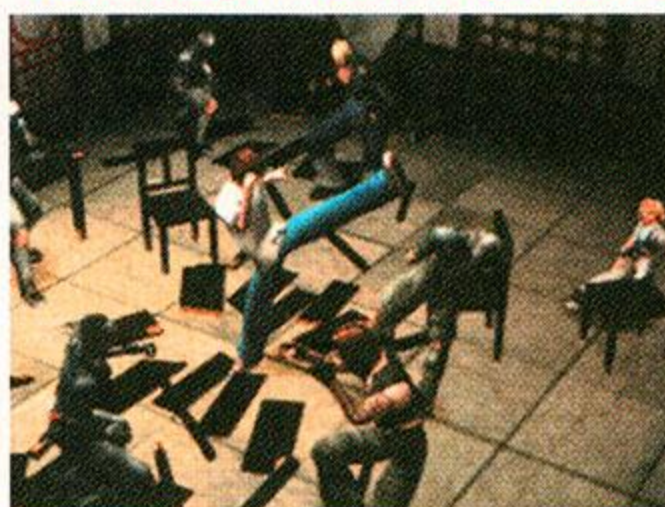
Square Demo - PlayStation 2



From Software Demo - PlayStation 2



Square Demo - PlayStation 2



Square Demo - PlayStation 2



Square Demo - PlayStation 2



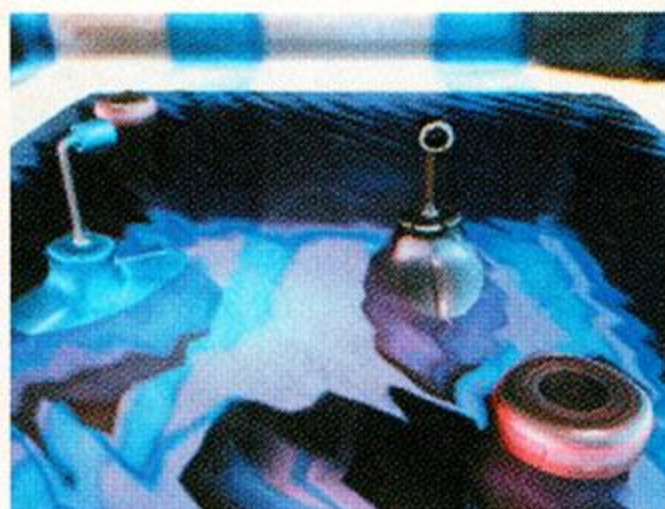
Tekken 3 Demo - PlayStation 2



Reiko Demo - PlayStation 2



Gran Turismo Demo - PlayStation 2



Water Demo - PlayStation 2



Fireworks Demo - PlayStation 2



House of the Dead 2 - Dreamcast



House of the Dead 2 - Dreamcast



Tokyo Highway Battle - Dreamcast



Tokyo Highway Battle - Dreamcast



Omega Boost - PlayStation



Omega Boost - PlayStation



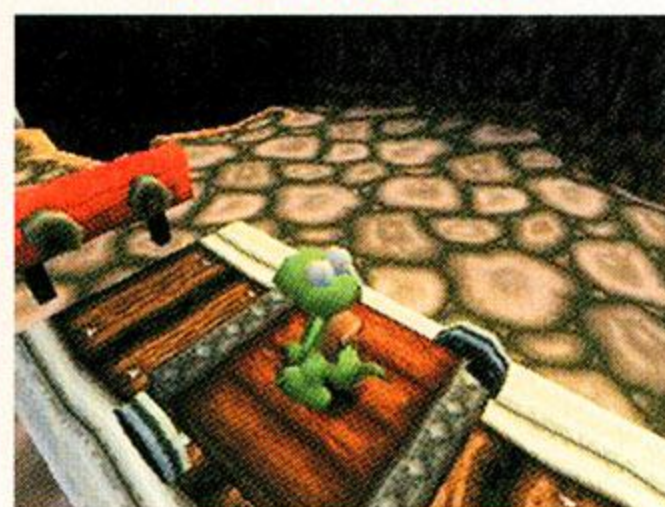
Omega Boost - PlayStation



Omega Boost - PlayStation



Croc 2 - PlayStation



Croc 2 - PlayStation

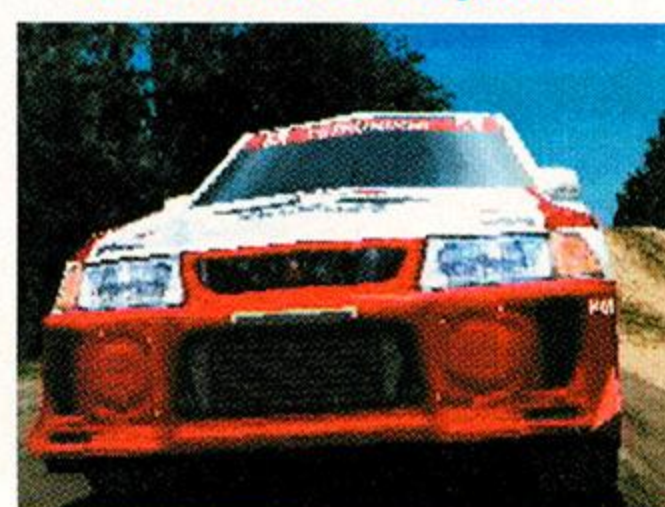
Dreamcast Light Gun



Neo Geo Pocket Color



Gran Turismo 2 - PlayStation



Gran Turismo 2 - PlayStation

LAST MINUTE GAMING INFORMATION...

• On March 2, Sony officially put the rumors to rest and finally revealed the technical specs of the successor to the PlayStation. The still unnamed system is known to speculators as **PlayStation 2** or **PlayBase**. The most significant announcement about the hardware is its new 128 bit CPU, dubbed the "Emotion Engine". Charts supplied by Sony indicate that the Emotion Engine blows away the recently released Intel Pentium III in both speed and performance. The new system also boasts a maximum polygon rate of 75 million polygons per second with all effects like fog, lighting and Bezier curves disabled. Even with all effects turned on, it still pumps out 16 million polygons per second, basically shaming Sega's Dreamcast. Another rumor that was laid to rest is that the PlayStation 2 will in fact be backward-compatible, meaning it will play regular PlayStation games (note that the CPU Core in the specs is the regular PlayStation CPU). In an overseas press teleconference, Phil Harrison of SCEA told us that the backward-compatible PlayStation games will not be graphically enhanced. Instead, Sony wants to insure a 100% compatibility rate for all regular PlayStation games so consumers won't feel abandoned when the new system is released. This also includes peripherals: All current PlayStation peripherals, such as the Dual Shock and PocketStation will all be supported by the new system. The PlayStation 2 will incorporate a DVD drive, but Sony is reluctant to say whether it will play movies or not. Although Harrison strongly insisted that this was a "technological announcement" and not a "product announcement," he did address that the new machine will strictly be a gaming platform and that any notions of a family set-top multimedia entertainment system are simply out of the question (did someone say

3DO?). Other points of interest: The system will support all monitor types (TV, HDTV, RGB, etc), use a Fire Wire cable (like the new iMac), support PC cards and will use a modem. Sony still wants to see how the modem race pans out before they announce its specs, since they don't want to bundle a 56K modem, for example, only to have it be quickly outdated. And what's all this going to cost, you ask? At this point, Sony is looking at the \$250-\$400 range. Sony agreed with Toshiba on a business plan to manufacture the 128-bit EE chips themselves in order to reduce costs for the system. At a press conference held in Japan, quick graphic demos were shown to demonstrate the power of the PlayStation 2, and we were there. The *Gran Turismo* team—along with Namco, Square and From Software—had but a scant couple of weeks to whip up demos for the event. One of the most impressive was the *Final Fantasy VIII* demo, where Square re-created the ballroom scene in real-time polygons. The *Tekken 3* demo was also a show-stopper as it showed Jin and Paul fighting while being surrounded by a huge group of spectators. Shockingly, the *Tekken 3* demo was actually playable! One concern for developers is that the PlayStation 2's incredibly high technology may discourage and alienate many developers lacking multi-million dollar facilities. Sony assured developers that there would be an intense focus on "middleware" applications from companies like Animation Science Corporation and Criterion that would help developers make games for the system using handy 3-D tools. The PlayStation 2 is scheduled to be released in Japan sometime before March 2000, with a U.S. release likely in the Fall of 2000.

• Sega definitely didn't remain quiet after Sony's grand announcement. Bernard Stolar, president of Sega of America, promptly organized a press teleconference two days after Sony's announcement to make it clear that *Dreamcast* is still on schedule for a Fall '99 release here in the U.S. Stolar went on to say that Sony's new system is still "on paper", while the *Dreamcast* is "a reality". He said that Sony had a "long way to go" in developing their new system and bringing it to the public. Nothing really new was revealed in Sega's announcement, however, Stolar did say that the company is thinking of releasing *Dreamcasts* with a DVD drive in the U.S.—but only when "the time is right". The Fall release of the *Dreamcast* is scheduled to be accompanied by 8-12 launch titles. There is word out of Japan that a Saturn emulator has been developed for the *Dreamcast* called *Sat-Cast*. Although the existence of this software has not been completely confirmed, the announcement of such a device seems to be in direct response to the announced backward-compatibility feature of PlayStation 2. Supposedly—although we're very skeptical of this—the emulator enhances the 3-D graphics of old Saturn games. Judging from the poor performance of the Saturn in the U.S., the *Sat-Cast* won't ever show up here. In other Sega news, Sega of America has just hired Peter Moore, former VP of marketing for Reebok, to help bring a hip and youthful image to the company's \$100 million ad campaign for the *Dreamcast*. Sega has also signed with Disney to license its characters, so get ready to see some games featuring mice with big ears.

• More *Dreamcast* news: Genki, the folks who ported *Virtua Fighter 3TB* for the *Dreamcast* and made *Tokyo Highway Battle* for the PlayStation, released *Tokyo Highway Battle* for *Dreamcast* this month. Unfortu-

nately, Sega's crown jewel DC game, *Shenmue*, has been pushed back to a September release in Japan. At this point, you can forget about this title being ready for the DC launch in the U.S. In the recently-released *House of the Dead 2* for *Dreamcast*, there is a hidden, original *House of the Dead* enhanced mode (calm down, Tyrone!) Also to hit shops in Japan was the new light gun for the *Dreamcast*. Bad news for *Dreamcast* fans (as if there wasn't enough of that already!) Someone in Hong Kong has figured out a way to copy GD-ROM discs and break the copy-protection with a MOD chip. That certainly didn't take long, huh? So much for GD-ROMS being pirate-proof!

• During the Japan press tour for the PlayStation 2, Sony took some time out to show several upcoming games for the PlayStation. The big title shown by Sony was the much-talked about *Ape Escape*. Created by an all-star line-up of talented developers, Sony hopes that *Ape Escape* will turn out to be another *Crash Bandicoot* sensation. It's the very first PlayStation game that can only be played with the analog controller, so if you don't have one yet, join the human race! Another impressive title was *Omega Boost*, created by the *Gran Turismo* team. It's an high-resolution outer space shoot-'em-up with a giant mech blasting alien ships at an insanely smooth frame rate! Whoopee Camp showed none other than *Tomba 2*. The game moves from the "pseudo 3-D" look into a full 3-D environment, filled with crazy 2-D platforming action.

• Capcom confirmed that *Street Fighter Alpha 3* will be available for *Dreamcast* and Saturn (with 4MB expansion) later this year. *Strider 2* will also be hitting arcades soon and will be on the same System 11 board as *Star Gladiator*. Expect a *Strider 2* release on *Dreamcast* later this year. *Mega Man* vs. *Capcom* for DC will feature a four-player tag-team mode! Ohhh, yee-ah! Yoshiaki Okamoto of *Resident Evil* fame has hinted that N64 owners will finally be able to do some zombie-killing. Apparently, *Biohazard 2* will be ported and a new exclusive game called *Biohazard Zero* is in the works. *Biohazard Zero* is supposed to take place before the events of the first *Resident Evil* story. No Japan or U.S. release date has been announced.

• The *Neo-Geo Pocket* is turning into a melting pot of various video game systems. Sega has agreed to make *Sonic* and *Puyo Puyo* for the hand-held device, while Capcom, SNK's arch-rival, is coming out with *Mega Man! Densha De Go!* from Taito and *Pac-Man* from Namco are also on the way! By the way, the *Neo-Geo Pocket Color* is indeed coming to the U.S. this summer, or fall at the latest.

• One of our favorite import games of last year was Bandai's *Tail Concerto*. Well, it seems that after passing through several companies, including Activision, it has finally fallen into the hands of Atlus for U.S. distribution. At last, we get what we deserve!

• Where is Mr. Bond? MGM/Black Ops has delayed *Tomorrow Never Dies* yet again to August! By the time it is released, they could be several Bond films behind!

• Rockstar Games, Take-Two's new subsidiary company has acquired the rights to develop a new game starring *Duke Nukem*. Rockstar is also working on a game based on the rock band *Kiss*.

• The wacky reptile is back in Fox Interactive's *Croc 2*. This time *Croc* learns that his parents are looking for him so he needs to leave the island of Gobbos. Dante, his arch enemy comes back to life to bring more misery to the little green guy. The game should be in stores sometime this Spring.

• Midway news: *Mortal Kombat: Special Forces* should make people forget about that wacky Sub-Zero *Mythologies* game. The new adventure will be all in 3-D with special stages like jet skiing and snow boarding! Characters will also get to pick up weapons and power-ups to help them through the story. Exploration will be the main focus of the game with seven worlds, each consisting two to five levels. Midway is also releasing another two-disc arcade hits compilation for the PlayStation featuring more glorious retro-gaming titles like *Gauntlet II* and *Satan's Hollow*!

PlayStation 2

CPU:
128 Bit "Emotion Engine"
System Clock Frequency:
300 MHz
Cache Memory:
Instruction: 16KB
Data: 8KB + 16KB (ScrP)
Main Memory:
Direct Rambus
Memory Size:
32MB
Memory Bus Bandwidth:
3.2GB per second
Floating Point Performance:
6.2GFLOPS
3D CG Geometric Transformation:
Maximum Polygon Rate:
75 Million Polygons per second
+ Perspective Transformation:
66 Million Polygons per second
+ Lighting:
38 Million Polygons per second
+ Fog:
36 Million Polygons per second
+ Bezier Curves:
16 Million Polygons per second

Graphics:
"Graphics Synthesizer"
Clock Frequency:
150 MHz
DRAM Bus bandwidth:
48 Gb per second
DRAM Bus width:
2560bits
Pixel Configuration:
RGB:Alpha:Z Buffer (24:8:32)

Sound:
"SPU2+CPU"
Number of Voices:
ADPCM: 48ch on SPU2 plus definable, software programmable voices
Sampling Frequency:
44.1 KHz or 48 KHz (selectable)

I/O Processor:
CPU Core:
PlayStation (current) CPU
Clock Frequency:
33.8 MHz or 37.5 MHz (selectable)
Sub Bus:
32 Bit
Interface types:
IEEE1394 (FireWire), Universal Serial Bus (USB)
Communications:
via PC-Card (PCMCIA)
Disc Device:
CD-ROM/DVD-ROM

A GLIMPSE OF THE FUTURE





36	Starcraft	Nintendo
37	Twelve Tales: Conker 64	Nintendo

52	1080° Snowboarding 2	Nintendo
53	Assault	Telstar
54	Banjo Tooie	Rare
55	Battlezone	Activision
56	Blues Brothers 2000	Titus
57	Bomberman 2	Hudson
58	Chameleon Twist 2 •	Sunsoft
59	Charlie's Blast Territory	Kemco
60	Daikatana	Eidos
61	Dethcarz	GT
62	Donkey Kong Country	Nintendo
63	Hercules: The Legendary Journeys	Titus
64	Lego Racers	Lego Media
65	Mario Golf	Nintendo
66	Mortal Kombat: Special Forces	Midway
67	Nuclear Strike	THQ
68	Ogre Battle 3 •	Nintendo
69	Pikachu Genki De Chu •	Nintendo
70	Pitfall!	Activision
71	Pokémon Stadium •	Nintendo
72	Pokémon Stadium 2	Nintendo
73	Quest for Camelot	THQ
74	Rakuga Kids •	Konami
75	Re-Volt	Acclaim

76	Rollerball	MGM
77	Space Invaders	Activision
78	Spider-Man	Activision
79	Star Wars: The Phantom Menace	Nintendo
80	Super Mario 64 II	Nintendo
81	Super Mario RPG 2	Nintendo
82	Tamagotchi	Bandai
83	Turok 3	Acclaim
84	WCW 99	EA Sports
85	Xena: The Warrior Princess	Titus

1	All-Star Tennis	Ubi Soft
2	Bloody Roar 2 •	SCEA
3	Ehrgeiz •	Square/EA
4	Gauntlet 3D	Midway
5	Legacy of Kain: Soul Reaver	Eidos
6	Point Blank 2 •	Namco
7	R.C. Stunt Copter	Midway
8	Ridge Racer Type 4 •	Namco
9	Silhouette Mirage •	Working Designs
10	Street Fighter Alpha 3 •	Capcom
11	Suikoden 2 •	Konami
12	WWF Attitude	Acclaim
13	Xena: The Warrior Princess	SCEA

14	Ape Escape	SCEA
15	Blades of Steel 99	Konami
16	Carmageddon 2	Interplay
17	Centipede	Hasbro
18	Chessmaster Millennium	Mindscape
19	Driver	GT
20	Jackie Chan Stuntmaster	Midway
21	Jeff Gordon XS Racing	ASC
22	Mission: Impossible	Infogrames
23	Omikron: The Nomad Soul	Eidos
24	Quake II	Activision
25	Rat Attack	Mindscape
26	Superman	Titus

* Publishers, please contact us with updates and/or corrections.
 ● Denotes that the game is available on import as of press time

27 Star Ocean: The Second Story • SCEA

28 Vermin Eidos

2ND QUARTER '99

29 Croc 2 Fox

30 Ling Rise Ascii

31 Rising Zan: The Samurai Gunman • Ascii

JULY

32 Bass Landing Ascii

33 NFL Extreme 989

34 Omega Boost SCEA

AUGUST

35 007: Tomorrow Never Dies MGM

36 R/C Revolt Midway

37 Shadow Man Acclaim

38 Shogun Assassin • Konami

39 South Park Acclaim

40 Suikoden II • Konami

41 Thousand Arms • Atlus

3RD QUARTER '99

42 Final Fantasy VIII • Square/EA

43 Galerians Ascii

44 Gran Turismo 2 • SCEA

45 Jade Cocoon: Story of Tamamayu • Crave

46 Messiah Interplay

47 Rayman 2 Ubi Soft

POSSIBLE IN '99

48 Ace Combat 3 Namco

49 Aquanaut's Holiday 2 ArtDink

50 Armored Core: Master of Arena T.B.D.

51 BeatMania: 2nd Mix • Konami

52 BeatMania: 3rd Mix • Konami

53 Daikatana Eidos

54 Dance! Dance! Dance! • Konami

55 Dance Dance Revolution • Konami

56 The Diabolical Adventures of Tobu SCEA

57 Dino Crisis Capcom

58 Dragon Quest VII • Enix

59 Dragon Valor Namco

60 Glover Hasbro

61 I.Q. Final • SCEA

62 Kiss: Psycho Circus Rockstar

63 Libero Grande • Namco

64 Macross Digital Mission VF-X2 Bandai

65 Monster Rancher 2 • Tecmo

66 Racing Lagoon Square

67 Ready 2 Rumble Boxing Midway

68 R-Type Delta • T.B.D.

69 R-Types • ASCII

70 Saga Frontier 2 • Square

71 Snowboard Kids Plus Atlus

72 Spider-Man Activision

73 Tail Concerto • Activision

74 Tales of Fantasia • Namco

75 Um Jammer Lammy • SCEA

76 Wipeout 3 Psygnosis

77 Vigilante 8: Second Offense Activision

78 Zeus: Carnage Heart 2 • ArtDink

**ARCADE
2ND QUARTER '99**

1 Behind Enemy Lines • Sega

2 Bloody Roar 2 • T.B.A.

3 Dance Dance Revolution • Konami

4 Dead or Alive 2 • Tecmo

5 Dirt Devils • Sega

6 Evil Night • Konami

7 NBA on NBC Midway

8 NBA Play By Play • Konami

9 Racing Jam 2 • Konami

10 Shock Troopers 2 • SNK

11 Spike • Sega

12 Street Fighter III: 3rd Impact • Capcom

13 Tekken 3: Special Edition • Namco

14 Thrill Drive • Konami

3RD QUARTER '99

15 Angler King • Namco

16 Battle Gear • Taito

17 Crazy Taxi • Sega

18 Flash Beats • Sega

19 Giga Wing • Capcom

20 GP 500 • Namco

21 Guitar Freaks • Konami

22 Gun Beat • Treasure

23 Pilot Kids • Psikyo

24 Point Blank 2 • Namco

25 Ring Out 4X4 • Sega

26 Wild Ambition • SNK

27 Zombie Revenge • Sega

POSSIBLE IN '99

28 Beatmania: 3rd Mix • Konami

29 Bust A Groove • Enix

30 Chaos Heat • Taito

31 Final Fight 2 • Capcom

32 Gunmen Wars • Namco

33 Blood Bullet • Sega

34 Magical Toroko Adventure • Sega

35 Operation Tiger Taito

36 Race On Namco

37 Raycrisis • Taito

38 Strider 2 Capcom

39 Tenkomori Shooting • Namco

40 Virtua Cop 3 Sega

41 Xtreme Rally SNK

**GAME BOY
MAY**

1 Caesar's Palace Interplay

2 Chessmaster (Color) Mindscape

3 Conker's Pocket Tales Nintendo

4 Ken Griffey Jr's Super Slugfest Nintendo

5 Pac-Man Namco

6 San Francisco Rush Midway

7 Space Station: Silicon Valley Take 2

8 Spawn Konami

9 Wicked Surfing Interplay

JUNE

10 Micro Machines 1 & 2 THQ

11 Paperboy Midway

12 Pokémon Pinball (w/rumble) • Nintendo

13 R-Type DX Nintendo

14 Super Boy Midway

15 Vigilante 8 (w/rumble) Vatical

16 Yoda Stories THQ

17 Zebco Fishing (w/rumble) Vatical

JULY

18 In Fisherman's Bass Hunter Take 2

19 Tarzan Activision

AUGUST

20 Dogz Mindscape

21 Catz Mindscape

22 Shadow Man Acclaim

POSSIBLE IN '99

23 Bomberman Quest • Hudson

24 Pokemon (Yellow) • Nintendo



AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS: ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C, Left, C, Down, C, Right, C, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C, C, C, C, C, C, C, C. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already unlocked Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

- 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".
- 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.
- 3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense".
- 4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.
- 5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.
- 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

- ATE MY BUIK—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode
- PRPPAPLY R—Players are paper-thin
- GOTHELIUM—Players' heads, feet, hands and bats are big
- ABBTNCSTLO—Some players are fat, others are thin
- BBNSTRDS—Big baseball
- GRTBLSFDS—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

- Players are paper-thin—Pause the game, then hold Z and press C, C, A, C, A, C, C, C, C, C
- Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C, C, A, C, C, B, C, A, C, C, C, C
- Some players are fat, others are thin—Pause the game, then hold Z and press A, C, C, C, C, C, A, B, C, C
- Big baseball—Pause the game, then hold Z and press C, A, C, C, C, B, A, C, C, C
- Baseball leaves a smoking trail—Pause the game, then hold Z and press B, C, C, C, C, C, C, B, A, C, C, C

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.
- Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.
- Enter "CHEATDONTBEADUMBORGOSSEEMUMBO" to earn infinite Mumbo Tokens.
- Enter "CHEATNOWYOU CANFLYHIGHINTHESKY" to earn infinite red feathers.
- Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.
- Enter "CHEATGIVETHEBEARLOTS OFAIR" to have infinite air when underwater.
- Enter "CHEATBANJOBEGSFORPLENTYOFFEGGS" to earn infinite eggs. For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which

you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "BOTTLESBONUSONE" to give Banjo a big head.
- Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.
- Enter "BOTTLESBONUSTHREE" to make Kazooie big.
- Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.
- Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
- Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.
- Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
- Enter "NOBONUS" to deactivate all active codes.

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

- MSTSRV—Invincibility
 - CRSTLCR—Invisibility
 - FRGZ—Giant frogs randomly roam the streets
 - TDZ—Queen Lords are replaced by toads
 - WMNRSMT—Unlock Storm Ravens gang
 - LTSLTSGNGS—Select any gang in Campaign mode
- Special Weapons**
During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BIO FREAKS

Secret Screen

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

- Smart bomb—A, C, C, C, Left
- Restore health—Down, Up, Right, A, B, Left, C
- All artifacts—Up, C, C, Z, Up, Left
- Dancing Adam—Down, Up, C, Down, C, C
- Bad Adam—C, C, A, C, C, Left
- Tall Adam—B, A, C, A, C, A
- Short Adam—Down, C, A, Right, Z
- Kill Adam—B, Left, C, C, Down
- Blouse cheat—Z, C, C, B, Left, C

Access all weapons—A, Right, C, C, C, A, A, Left
More powerful weapons—C, C, Up, Z, Z, Left, C
Surreal Mode—C, Up, Right, Right, C, A, Left
Change Nearest Harvester into Mutant—C, Up, Z, Z, C, Right
Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63%

Secret Options

At the character-select screen, hold the L button and press C, C, C, C, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kiln—Hold the L button and press B, C, C, C, C, A
- Sumo Santa—Hold the L button and press A, C, C, C, C, B



Back in March, Electronic Arts invited us to check out a motion-capture session for its upcoming wrestling game, *WCW Mayhem*. As many of you know, EA Sports' games utilize motion-capture technology to bring realism to the movement of the players in the game. EA's motion capture experts operate out of a studio in Vancouver, where they bring in star athletes and capture their motions digitally as they perform high flying dunks, touchdown celebrations, golf swings, etc. The studio tries to simulate realistic environments for the athletes as

much as possible. For example, for *Madden 2000* they covered the whole floor with real sod! This time, EA decided to bring the same technology to its wrestling game. Ten infrared lasers were set up around the wrestling ring, each one capturing movements at 240 frames per second. In the ring were Bam Bam Bigelow and The Sarge, the head trainer at the Powerplant wrestling camp. Each wrestler wore a black stretch-suit covered with little spheres called "nodes" as they performed various back-breaking wrestling moves. The nodes define the shape of the wrestler and their movements as they reflect back to the lasers. During the MoCap session, Bam Bam Bigelow got upset because Chuck Osieja, the producer of *WCW May-*



• Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret characters:

- Earthworm Jim—Hold the L button and press B, C, C, C, C, C, C, C
- Sumo Santa—Hold the L button and press A, C, C, A, C, C, C, C
- Boogerman—Hold the L button and press B, B, C, C, C, C, C, C
- High Five—Hold the L button and press C, C, C, C, C, B, A

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, A, C, C, C, C, C, B, A, C. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C, Up, C, C, C, C. Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C and C buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUISE 'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold L + C + C

San Francisco (lower-right corner)—Hold L + C + C

Indiana (upper-right corner)—Hold L + C + C

Secret Vehicles

At the "Choose Car" screen, press and hold the C, C and C buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up, C, R, Right, Down, B, B, B, C to warp to a one-player

Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—L, R, C, C, C, C, C, C

Demitron—A, B, R, L, C, C, C, C

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C, R, Right, Down, R, R, C

Demonica's Ending—Up, C, R, Right, Down, R, R, C

Demitron's Ending—Up, C, R, Right, Down, L, L, C

Eve's Ending—Up, C, R, Right, Down, R, R, C

Gore's Ending—Up, C, R, Right, Down, R, R, C

Morphix's Ending—Up, C, R, Right, Down, R, R, B

Niiki's Ending—Up, C, R, Right, Down, R, R, A

Scarlet's Ending—Up, C, R, Right, Down, L, L, C

Sonork's Ending—Up, C, R, Right, Down, L, L, C

Zenmuron's Ending—Up, C, R, Right, Down, L, L, C

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes

that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

? T J L B D F W B F G V J V V B

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the stage and press a C button to warp there.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• Invincibility On/Off—Press the R button seven times, then press Left

• Monsters On/Off—Press L, C, Left, R, C, Right, Left, Left

• All Items On/Off—Press R, C, Right, L, C, Left, C, Right

• Level Select—Press L, L, L, C, Right, Left, Left, C

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've

entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into WipeOut-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

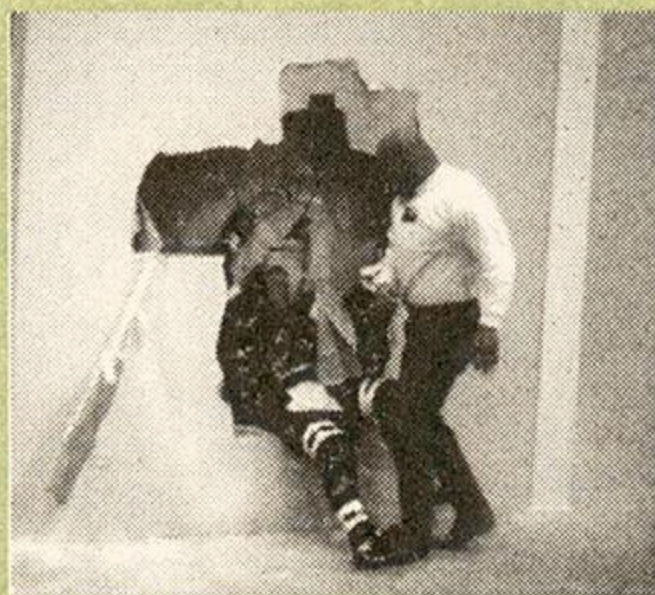
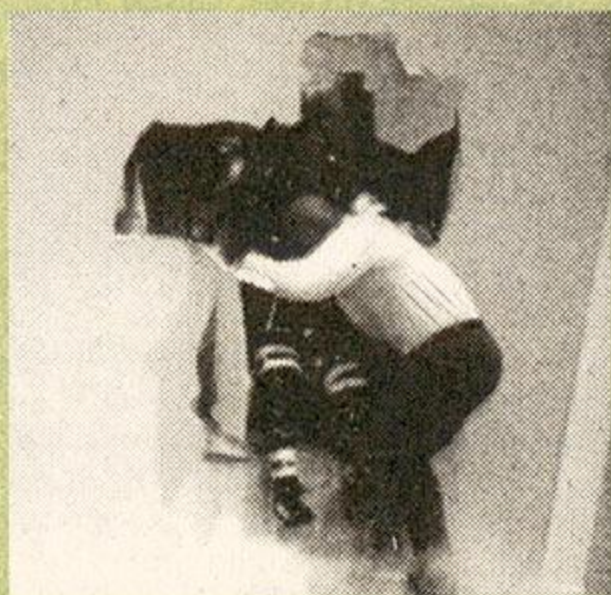
NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

hem, let it slip that Goldberg and Konnan were in the building waiting for their turn. Soon after, all hell broke loose as Goldberg and Kannon came out of nowhere and charged the Bam Bam and the Sarge! Goldberg picked up The Sarge over his head and threw him out of the ring! The fight spilled out of the ring as they proceeded to pick up computer monitors and keyboards to break over each other's heads. The Sarge was thrown into a wall and Bam Bam was beat down with the lighting equipment before the EA staff finally cautioned us to clear out the room.

(continued on page 72)



Goldberg shoves The Sarge into the wall as EA's MoCap studio is thrashed!



PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated".
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
SPIRAL—Makes the screen rotate continuously during a race.
SPYEE—Overhead camera angle.
XCHARGE—Infinite weapon energy and shield energy.
XXX—Increases your vehicle's top speed.

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. **Important:** You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R, C**, **C**, **C**, **C**, **START**; you'll hear a signal to confirm. Now the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game will be unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C** + **C**; all available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option

and follow the instructions below:

- **Small Players**—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".
- **Ghost Players**—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
- **Invisible Players**—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".
- **Players Fall Down Randomly**—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.
- **Invisible Stadium**—Choose any team and change any player's name to "CATCH22".
- **Invisible Walls**—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- **Black Line Mode**—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".
- **Upside-Down Screen**—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- **Access Road to World Cup, Round 2**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- **Unlimited Player Attribute Points**—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
- **Watch Victory Animations**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press **C** + **C** + **Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- **Turbo Crazy Mode**—**B, B, R, Up, Left, Down, C**, **C**
- **Psychidelic Mode**—**A, R, Left, Right, Down, C**, **C**, **C**
- **Wireframe Mode**—**L, L, R, Z, Left, Right, C**, **C**
- **Gore Mode**—**Z, Down, C**, **C**, **C**, **C**, **C**, **C**, **C**
- **Stealth Mode**—**Up, Up, Up, Up, Right, Down, C**, **C**

- **Infinite Primary Weapon**—**A, R, Z, Right, C**, **C**, **C**, **C**, **C**
- **Infinite Secondary Weapon**—**B, B, Z, Left, Left, C**, **C**, **C**, **C**
- **Infinite Weapon Energy**—**L, Z, Left, Right, Down, Down, C**, **C**
- **Infinite Titans**—**A, B, L, Up, Up, C**, **C**, **C**, **C**
- **Infinite Solaris**—**B, L, L, Z, Up, Down, C**, **C**
- **Kill Enemies with One Shot**—**B, B, B, L, R, Left, Down, Down**
- **Freeze Enemies**—**R, Z, Right, Right, C**, **C**, **C**, **C**

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

- N O G G I N**—Big head mode
- G H O S T**—Ghost mode
- Z - W O O D**—Z-Axis basketball court
- T E A M - Z**—Z-Axis team
- N O F A N S**—Dark background, improved frame rate
- T R A I L S**—"Trippy" ball effect
- B U Z Z Z**—No shot clock
- T H I R T Y**—60-second game
- H O M I E**—Home team is favored
- M O N K E Y**—Alternate sound effects

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

- Level select**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Open portals**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Open levels**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Locate Garibs**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Call ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Checkpoints**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Infinite lives**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Powerball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Control ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Infinite energy**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Enemy ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Low gravity**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Big ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Fisheye**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Camera rotate R**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Camera rotate L**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Mad Garibs**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Death spell**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Frog spell**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Hercules**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Speed up**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Boomerang ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Vanish ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Froggy**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- Secret cheat**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**
- All cheats off**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

GOLDENEYE 007

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

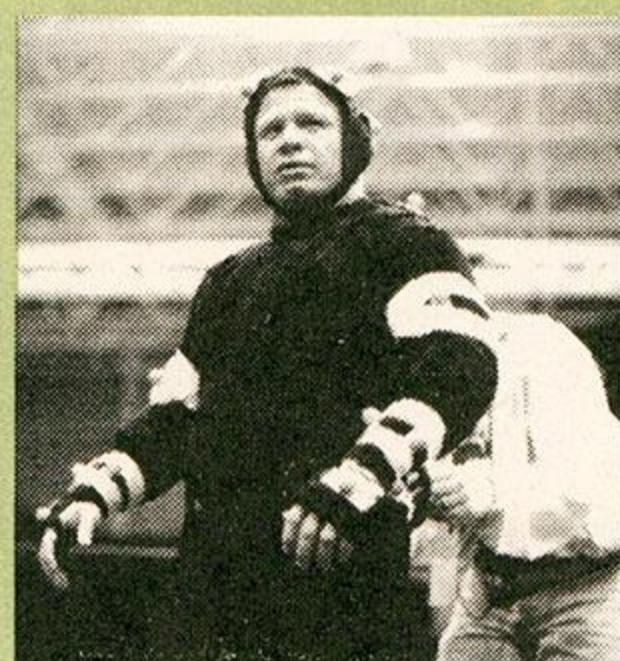
- 1) Hold **L + R** and press **C**
- 2) Hold **L** and press **C**
- 3) Hold **L + R** and press **Left** on the D-pad
- 4) Hold **L** and press **Right** on the D-pad
- 5) Hold **R** and press **Down** on the D-pad
- 6) Hold **L + R** and press **C**
- 7) Hold **L** and press **C**
- 8) Hold **L + R** and press **Right** on the D-pad
- 9) Hold **L + R** and press **C**
- 10) Hold **L** and press **Down** on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Cheat Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

- To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
- To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
- To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
- To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.
- To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
- To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
- To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
- To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
- To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
- To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
- To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
- To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
- To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.



(continued from page 71)
 As the MoCap team cleaned up the mess, we had a chance to sit down and interview Goldberg.

T&T: When we look at the monthly video game rankings, wrestling games always top the charts. Why do you think that is?

Goldberg: Well, TNT and TBS have been absolutely inundating TV with wrestling—almost five hours a day! Wrestling and video games are a perfect match. Especially with games like *WCW Mayhem*, fans will now get to really appreciate the world of

wrestling.

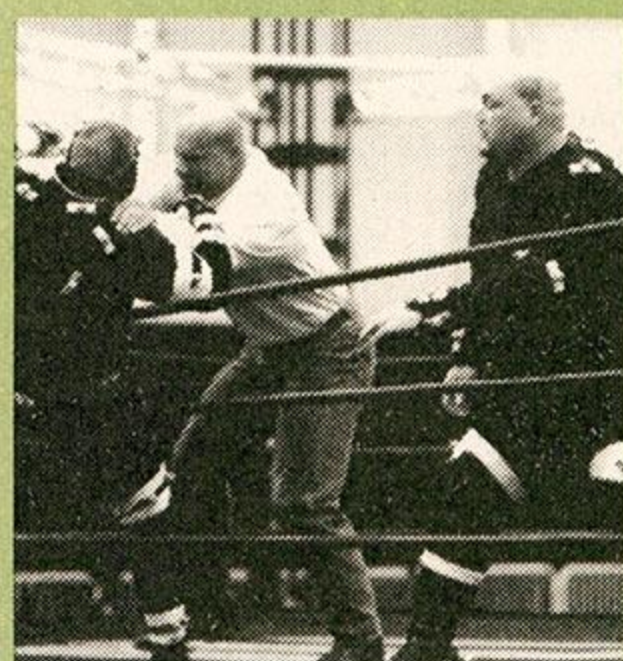
T&T: Was motion capturing harder than you thought?

Goldberg: Hell no! This is easy stuff for me!

T&T: How's working with EA?

Goldberg: Oh man, these guys are great! Everybody feels like family here. I would even work here myself! Honestly, this is one of the most enjoyable projects I have been involved in since I started professional wrestling. I mean look at me, I'm interviewing with a smile on my face, and that's rare!

T&T: So I heard you played in the NFL





- To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
- To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
- To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
- To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
- To earn the "All Guns" cheat, defeat the Egyptian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

Cheat Menu

During the game, press **START** to pause. When the "Paused" menu appears, quickly press **C**, **C**, **C**, **C**. A new option called "Cheats" will appear. Highlight this option and press **A** to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

- God Mode (invincibility)—**C**, **C**, **C**
- Clipping (walk through walls)—Press **C** 20 times, then **C**
- Visit (stage select)—**C**, **C**, **C**, **C**, **C**, **C**
- Butcher (kill all enemies in the area)—**C**, **C**, **C**, **C**
- Health (refill health)—**C**, **C**, **C**, **C**, **C**
- Collect All Keys—**C**, **C**, **C**, **C**
- Collect All Artifacts—**C**, **C**, **C**, **C**
- Collect All Weapons—**C**, **C**, **C**, **C**
- Collect Puzzle Items—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press **R** + **Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

- THEUNIVERSE—Allows you to access all of the secret worlds
- HAPPYHEADS—Unlocks all but one of the secret characters
- GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
- ICEPRINCESS—"Ice Mode" (all tracks are slippery)
- GOBABY—Gives you a maxed-out turbo meter
- 2TIMES—2X Turbo Mode (turbo boosts last twice as long)
- NONSTOP—"Roll Mode" (constant turbo)
- SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
- ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
- 2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
- MICROBALLS—Activates "Tiny Mode"
- TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
- JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode

Wait for the words "Press Start" to begin

flashing on the title screen, then press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, **L**, **Up**, **L**, **Down**, **L**, **Down**, **L**, **Left**, **R**, **Right**, **R**, **Left**, **R**, **Right**, **R**, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, **C**, **Up**, **C**, **Down**, **C**, **Down**, **C**, **Left**, **C**, **Right**, **C**, **Left**, **C**, **Right**, **C**, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press **Z**, **A**, **R**, **Z**, **A**, **B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **B**, **A**, **Z**, **A**, **L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **B**, **A**, **L**, **A**, **Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **L**, **A**, **Z**, **A**, **R**. You'll jump immediately

to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows:

- Castle Stage—Hold **Up** and press **B**
 - Jungle Stage—Hold **Up** and press **C**
 - Spaceship Stage—Hold **Up** and press **C**
 - Stonehenge Stage—Hold **Up** and press **A**
 - Museum Stage—Hold **Up** and press **C**
 - Helipad Stage—Hold **Up** and press **C**
 - Bridge Stage—Hold **Down** and press **B**
 - Dungeon Stage—Hold **Down** and press **C**
 - Street Stage—Hold **Down** and press **C**
 - Dojo Stage—Hold **Down** and press **A**
 - Spinal Ship Stage—Hold **Down** and press **C**
- The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:
- Sabrewulf Tune—Hold **Up** and press **B**
 - Maya Tune—Hold **Up** and press **C**
 - Gladius Tune—Hold **Up** and press **C**
 - Tusk Tune—Hold **Up** and press **A**
 - Fulgore Tune—Hold **Up** and press **C**
 - Orchid Tune—Hold **Up** and press **C**
 - Jago Tune—Hold **Down** and press **B**
 - Gargos Tune—Hold **Down** and press **C**
 - T.J. Combo Tune—Hold **Down** and press **C**
 - Kim Tune—Hold **Down** and press **A**
 - Spinal Tune—Hold **Down** and press **C**

Secret Stage

In two-player mode, have both players choose their fighters by holding **Down** and pressing **C**; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press **Right**, **Right**, **Left**, **R**, **Z**, **START**, **A**, **START**, **A**, **START**, **Z** on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press **A**, **C**, **Down**, **Up**, **C**, **R**, **R**, **B**, **C**, **C**, **Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu, hold the **L** button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Players

At the main menu, press **C**, **C**, **B**, **R**, **R**, **C**, **Up**, **Down**, **C**, **A**, **Z**. Now when you start a game, the players will be tiny.

Secret Teams

At the main menu, press **C**, **C**, **C**, **C**, **START**, **START**, **A**, **B**, **A**, **R**, **Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press **Down**, **Right**, **Up**, **Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen:

- 1) Highlight Koyasha and press **START**.
- 2) Highlight the Executioner and press **START**.
- 3) Highlight Lord Deimos and press **START**.
- 4) Highlight Xiao Long and press **Quick** (**A** or **B** in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen:

- 1) Highlight Ragnar and press **START**.
 - 2) Highlight Dregan and press **START**.
 - 3) Highlight Koyasha and press **START**.
- Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces

Enter the following code at the character-select screen:

- 1) Highlight Al-Rashid and press **START**.
- 2) Highlight Takeshi and press **START**.
- 3) Highlight Mordos Kull and press **START**.
- 4) Highlight Xiao Long and press **START**.
- 5) Highlight Namira and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

- Create a player named "AT MADDEN" to access the All-Time Madden team.
- Create a player named "SIXTIES" to access the '60s Conference B team.
- Create a player named "SEVENTIES" to access the All '70s team.
- Create a player named "EIGHTIES" to access the All '80s team.
- Create a player named "HOWLIE" to access the '97 Conference A team.
- Create a player named "LEI" to access the '97 Conference B team.
- Create a player named "STATS MEN" to access the All-Time Stats Leaders team.
- Create a player named "ELEC ARTS" to access the EA Sports team.
- Create a player named "TIBURON" to access the Tiburon team.

Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

- Create a player named "SAN MATEO" to access the EA Sports stadium.
- Create a player named "MAITLAND" to access the Tiburon Sports Complex.

See the Ending

When the EA Sports logo appears, hold **L** + **R** + **Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Secret Codes

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

before you started wrestling.

Goldberg: Yeah, I played nose tackle for the Rams and Falcons in the early '90s.

T&T: Are you on a "classic team" in any of the old Madden games?

Goldberg: You know, I was wondering about that.

Chuck Osieja: Actually, we're looking into putting you in the next Madden game.

Goldberg: Awesome!

T&T: Which do you think is more dangerous: football or wrestling?

Goldberg: Definitely football. Guys are out to break your neck in football.

Wrestling is dangerous, but much of it is choreographed so the risk of injury is a lot less, even though errors do occur. Let's just say this: Wrestling is dangerous, but football is vicious. But that's my thing; to bring the intensity of football into the ring. I didn't accomplish what I wanted to in football so I started wrestling. Honestly, I still see myself as more of a football player than a wrestler.

T&T: Do you ever think of wrestling in Japan like Hulk Hogan?

Goldberg: Absolutely! (Rubs his fingers together, indicating "money")

(continued on page 74)





BEST NFC—Unlock NFC Pro Bowl team
AFC BEST—Unlock AFC Pro Bowl team
BOOM—Unlock All-Madden team
IMTHEMAN—Unlock All-Time Stat Leaders team
PEACE LOVE—Unlock All '60s team
BELL BOTTOMS—Unlock All '70s team
SPR B W L S H U F L—Unlock All '80s team
HERE AND NOW—Unlock All '90s team
TURKEY LEG—Unlock All-Time Greats team
THROW BACK—Unlock NFL 75th Anniversary team
GEARGUYS—Unlock NFL Equipment Managers team
WELCOMEBACK—Unlock 1999 Cleveland Browns
INTHEGAME—Unlock EA Sports team
HAMMERHEAD—Unlock Tiburon team
EASTADIUM—Unlock EA Sports Stadium
OURHOUSE—Unlock Tiburon Stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the A and B buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams

At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a

total time of less than 1'48"30 if you want to beat him.

- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press A to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the totals that are stored in the cartridge's memory.

MIKE PIAZZA'S STRIKE ZONE

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats—L, R, L, R, B, L, B, A, Right
- Red bats—L, R, L, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C, L, A
- Activate all options on the Pitch menu—L, R, L, R, C, A, Z, C, R, L

See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press R, A, Z, R, C, A, B; you'll hear a signal. Now if you wait for the opening credits to end, the game's full credits will appear.

Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press C, R, B, B; you'll hear a signal and a secret message will appear.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—C, Z, C, Z, C
- Big Feet Mode—C, R, Z, C, C
- Kids Mode—C, C, R, L, Z
- Start with Uzi Sub Machine Gun—C, C, C, C, R
- Start with Mini Rocket Launcher—R, L, C, C, C
- Start with 9mm High Power Gun—R, L, C, C, C
- Start with 7.65 Silenced Pistol—C, L, C, C, C

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C + C) in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D T S" to see the credits from the end of the game

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch
 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords

Wind Stage—T H W M S B
 Earth Stage—C N S Z D G
 Prison Stage—R G T K C S
 Water Stage—Z V R K D M
 Fire Stage—J Y P P H D
 Bridge of Immortality—Q F T L W N
 Qhan Chi's Fortress—Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press C, C, A, B, C, C, C. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now Kameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you

might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold Up and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kameleon and Motaro—followed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu; then hold Up and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C, C, C, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold Up and press **START**. When the main menu appears,

(continued from page 73)

T&T: Any thoughts on the death of the Japanese great, Giant Ba Ba?

Goldberg: It absolutely sucks to lose such a great legend. He was a true inspiration to a lot of us. You know, wrestling is a lot more intense over there and they take it way more seriously.

T&T: So who are your heroes in wrestling?

Goldberg: Me? I have no heroes!

T&T: What about old-school wrestlers?

Goldberg: You know, I haven't been in this business too long to know the

whole history, but I definitely respect Dick the Bruiser. The old-school guys had a lot of pride and dedication. I think a lot of that is missing in wrestling these days and I'd like to think that I'm the one who brings that element back in. I'm really into the old-school concept of good versus evil, where you have the token good guy fighting against the bad guy.

T&T: Would you ever get involved in the promotion of WCW Mayhem?

Goldberg: I would love to! EA is technologically cutting-edge and people-wise they're also cutting-edge. It's a well-rounded company and they

know what they're doing. I'd be honored to speak for the product if they want me to. This is going to be the "Goldberg" of video games!

T&T: And lastly, do you think kids play too much video games?

Goldberg: That's a good question. Hey, there are a lot of adults who play too much video games. I was one myself! I think it keeps kids off the streets but I do encourage them to get out a little. Ultimately though, it's the parents' responsibility to determine what's best for their kids.

—Anatole Brown



Bam Bam Bigelow takes a break from the Mayhem MoCap sessions.



you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI-RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C, C, C, C, L, R, L, R, Z, Z
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C, C, C, C, L, R, L, R, L, R
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C, C, C, C, Z, Z, Z, L, Z, Z
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C, C, C, C, C, C, C, C, C, L, R

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

- All Computer Assistance Turned Off—Hold Right, press Pass, Pass
- Big Head—Hold Up, press Turbo + Pass simultaneously
- Rooftop Court—Hold Left, press Turbo, Turbo
- ABA Ball—Hold Right, press Shoot, Turbo, Pass
- Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

- Baby Sized Players—025
- No Music—048
- Tournament Mode—111
- Fast Passing—120
- Stealth Turbo—273

- Max. Speed—284
- No Pushing—390
- Unlimited Turbo—461
- Hyper Speed—552
- Max. Blocking—616
- Quick Hands—709
- Max. Power—802
- Goaltending Allowed—937

NBA JAM 99

Secret Codes

During the game, press START to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

- Large players—L, L, C, L, L, C, L, L, C, Z
- Tiny players—L, L, C, L, L, C, L, L, C, Z
- Enable full-court dunks—L, L, C, L, L, C, L, L, C, Z
- Guarantee next shot—L, L, C, L, L, C, L, L, C, Z
- Super push—L, L, Up, L, L, Up, L, L, Up, Z
- Tie scores—L, L, Down, L, L, Down, L, L, Down, Z
- Team on fire—L, L, Right, L, L, Right, L, L, Right, Z
- Cancel all cheats—L, L, Left, L, L, Left, L, L, Left, Z

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

- TURMEL—0322
- SAL—0201
- JAPPLE—6660
- JENIFR—3333
- LUIS—3333
- DANIEL—0604
- JASON—3141
- ROOT—6000
- BRAIN—1111
- GENTIL—1111
- RAIDEN—3691
- ROOT—6000
- SHINOK—8337
- SKULL—1111
- THUG—1111
- FORDEN—1111
- CARLTN—1111
- VAN—1234
- BILLZ—0526
- ZZ—1221
- JIMK—5651
- MARKA—1112
- ED—3246
- TODD—1122
- MITCH—4393
- JOHN—5158
- JOSH—4288
- RYAN—1029
- BETH—7761
- BRIAN—0818
- GRINCH—2220
- PAULO—0517
- LT—7777
- NICO—4440
- GATSON—1111
- ROG—8148
- MONTY—1836
- SHUN—0530
- GENE—0310
- PAULA—0425
- DBN—6969

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

- Powerup Blockers—3-1-2-Left
- Powerup Speed—4-0-4-Left
- Powerup Teammates—2-3-3-Up
- Powerup Defense—4-2-1-Up
- Powerup Offense—3-1-2-Up
- Infinite Turbo—5-1-4-Up
- Fast Turbo Running—0-3-2-Left
- Super Field Goals—1-2-3-Left
- Super Blitzing—0-4-5-Up
- Hyper Blitz—5-5-5-Up
- Fast Passes—2-5-0-Left

- No First Downs—2-1-0-Up
- No Interceptions—3-4-4-Up
- No Punting—1-5-1-Up
- Allow Stepping Out of Bounds—2-1-1-Left
- No Play Selection—1-1-5-Left
- Late Hits—0-1-0-Up
- Turn Off Stadium—5-0-0-Left
- Tournament Mode—1-1-1-Down
- Show Field Goal %—0-0-1-Down
- No Random Fumbles—4-2-3-Down
- No CPU Assistance—0-1-2-Down
- Smart CPU Opponent—3-1-4-Down
- Invisible—4-3-3-Up
- Hide Receiver Name—1-0-2-Right
- Big Head—2-0-0-Right
- Huge Head—0-4-0-Up
- No Head—3-2-1-Left
- Team Big Heads—2-0-3-Right
- Headless Team—1-2-3-Right
- Team Tiny Players—3-1-0-Right
- Team Big Players—1-4-1-Right
- Show More Field—0-2-1-Right
- Night Game—2-2-2-Right
- Weather: Rain—5-5-5-Right
- Weather: Snow—5-2-5-Down
- Weather: Clear—2-1-2-Left
- Fog On—0-3-0-Down
- Thick Fog—0-4-1-Down

NFL QUARTERBACK CLUB 98

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

- GLYTHMD—Giant players
- SMLMDGT—Tiny players
- BBMNTBL—Players are tall and thin
- JPNMSWR—Players are short and fat
- TRNTDLFR—Passing accuracy is at zero for all quarterbacks
- BRDWNMTHT—Passing accuracy is at maximum for all quarterbacks
- CRLLWYS—Acceleration attribute is at maximum for all players
- WLTPTYTN—Agility attribute is at maximum for all players
- STYCKYHND—Hands attribute is at maximum for all players
- MCHLJNSN—Speed attribute is at maximum for all players
- RNLDSWZNGR—Strength attribute is at maximum for all players
- YNSTYNS—Discipline and Awareness attributes are at maximum for all players
- BGBFYDF—All attributes are at maximum for all defensive players
- BGBFYFF—All attributes are at maximum for all offensive players
- LLDFSCK—All attributes are at zero for all defensive players
- LLFFSCK—All attributes are at zero for all offensive players
- SPRTMD—All players' attributes are at maximum
- PWHYRMN—All players' attributes are at zero
- SPRBGRMS—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards
- SPRTBMD—Super turbo mode
- FRMBYFRM—Slow motion mode
- DWNRV—Eight downs instead of four
- NBCTCKLS—Computer-controlled players don't try to tackle
- SPRDPTCKL—Super-duper tackles
- TGHTGRP—No turnovers
- GTNHDS—Nearly every hit causes a fumble
- SPRSLYD—Slippery field
- BGSPRDV—Dive distance is greater
- LDSTRTRK—Passes appear instantly in receivers' hands
- LWYSTPSS—Passes are always tipped
- BGTWSTRS—Ball carrier spins and spins until he's tackled
- MNFLDM—All players do the "up and over" dive every few seconds during gameplay
- PBYBYMD—All players crawl like babies
- YLCTRCFB—Players move around like the old "electric football" games
- SNWSLDS—Players slide around on their butts
- STNTXTM—Access Acclaim, Iguana, NFC and AFC teams

NFL QUARTERBACK CLUB 99

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

- SCLLYMLDR—Alien stadium
- PWRPYLNS—Giant end-zone pylons

- BGMNY—Huge coin in the coin toss
- MRSMLLW—Big players
- BCHBL—Giant football
- TRBMN—Unlimited turbo
- STCKYBL—No fumbles
- FRRSTGMP—Slow-motion
- DBLDWNS—Eight downs instead of four
- XTRTMS—Unlock secret teams
- XTRVLTG—Electric football mode
- BTTRFNGRS—Always fumble
- HSNFR—He's on fire!
- PNBL—Players bounce off each other
- FLBBR—Flubber ball
- PPCRNRTRNS—Land mine mode
- PWRCKKR—Powerful kickers
- RGBY—Rugby mode
- HSPTL—Lots of injuries
- TTHPCK—Toothpick players
- RCQTBLL—Racquetball mode
- SLPNSLD—Slippery mode

NHL 99

Secret Codes

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:

- FAS—Faster gameplay
- BRAIN—Big head mode
- BIGBIG—Giant players

NHL BREAKAWAY 98

Cheat Menu

At the main menu, quickly press C, C, C, C, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

Secret Teams

At the Team Select screen in Exhibition mode, quickly press C, L, C; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C, C, C, C, C, C, C, C, C, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.

See *Injured Players for All Teams (Season Mode)*

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is not available, press C, C, C, C, C, C, C, C, C, R to unlock it. Now enter the Trainers Room and press C, C, C, C; you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

NHL BREAKAWAY 99

Secret Codes

Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, C, C, C, C, C, C, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.
- El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.
- Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

OLYMPIC HOCKEY NAGANO 98

Player Size Tricks

At the Options menu, hold the C, C or C button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your



character appears in the game as follows:

Big Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the **C** button and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the **C** button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the **C** button and press **R** until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the **C** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Frequent Fight Mode

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fight breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

- 50 Lives—Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **C**, **C**, **C**, **C**.
- Level Select—Press **Down**, **Up**, **C**, **Down**, **C**, **Down**, **C**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
- "Game Boy Mode"—Press **Up**, **Down**, **Right**, **C**, **Down**, **Up**, **Left**, **C**, **Up**, **Down**.
- Demo Mode—Press **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**, **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**.

Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down**, **Left**, **C**, **C**

Two-Way Weapon—**Up**, **C**, **Up**, **C**

Three-Way Weapon—**Right**, **Right**, **C**, **C**

Four-Way Weapon—**Down**, **Down**, **Up**, **C**

Radiation Spray—**Up**, **Down**, **C**, **C**

Speed Up—**Left**, **Left**, **Right**, **Right**, **C**

Flamethrower Weapon—**Down**, **Right**, **Down**, **Right**, **C**

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P

G 9 2 W V C Q Y 0 D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

- 1) At the Select Car screen, hold **C**, press **Z**, release both, tap **Left** on the D-pad, then press **B** three times to return to the main menu.
- 2) Choose "Setup;" at the setup screen, hold **C**, press **Z**, release both, tap **Up** on the D-pad, then press **B** to return to the main menu.
- 3) Choose "One Race" again; at the Select Track screen, hold **C**, press **Z**, release both, tap **Right** on the D-pad, then press **A** to advance to the Select Car screen.
- 4) At the Select Car screen, hold **C**, press **Z**, release both, tap **Down** on the D-pad, then the **L** button, then the **R** button; you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

- To disable the in-game timer, hold **Z** and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.
- To disable the automatic abort feature, press the **C** button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
- To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press **C**, then release both and press **C**, **C**, **C**, **C**, **Z**.
- To change the game's detailed polygon textures into flat shades of color, hold **C**, press **L**, release both, press **Z**, hold **C**, press **L**, release both, press **Z**.
- When your car crashes, you will return to the closest possible spot near the crash if you hold the **Z** button at the Setup menu and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.
- To turn all of the traffic cones in the game into mines, press **L**, **R**, **L**, **R**, **L**, **R**.
- To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.
- To change the game's gravity, hold **Z**, press **Up**, **Down**, then release **Z** and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold **C** and press **Z** four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press **C**, **C**, **Z**, **C**, **C**, **Z**, **C**, **C**.
- To change the color of the fog in the game,

hold **Z** and press **C** three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the **L** button and press **Up** or **Down** on the D-pad to change the distance between the camera and your vehicle.

Drive at Night

During the game, press **START** to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing **Left** or **Right**. If you hold all four **C** buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SPACE STATION SILICON VALLEY

Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

Unlock all Euro Eden levels—**Up**, **Down**, **L**, **Z**, **Down**, **Up**, **Z**, **Down**

Unlock all Arctic Kingdom levels—**Up**, **Down**, **Z**, **L**, **Down**, **C**, **Z**, **Down**

Unlock all Jungle Safari levels—**Up**, **Down**, **L**, **Z**, **Down**, **C**, **Z**, **Down**

Unlock all Desert Adventure levels—**Up**, **Down**, **L**, **Z**, **Down**, **Left**, **Z**, **Down**

Unlock "Big Celebration Parade"—**Up**, **Down**, **L**, **Z**, **Down**, **Right**, **Z**, **Down**

Unlock secret shoot-'em-up level—**Down**, **Up**, **Z**, **L**, **Down**, **Left**, **Z**, **Down**

SNOWBOARD KIDS

Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down**, **Up** on the analog joystick, then **Down**, **Up** on the D-pad, then **C**, **C**, **L**, **R**, **Z**, then **Left** on the D-pad, **C**, **Up** on the analog joystick, **B**, **Right** on the D-pad, **C**, **START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

- A C E—Higher difficulty
- C H I C K E N—Access bonus level
- C R E D I T S—See the game's credits
- D E A D D A C K—Unlocks all stages at the Select Level screen
- D I R E C T O R—Enables "Showroom" menu at the Options screen
- F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
- H A R D R O C K—Alternate title screen (start a game and quit to see it)
- I G I V E U P—Infinite lives
- K O E L S C H—Changes the V-Wing into an automobile
- M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
- R A D A R—Alternate radar
- T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
- T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "_Wampa__Stompa" or use the "Rename" option to change your

name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L** + **R** + **Z** + **C** + **C** + **C** + **C** + **Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press **Up** on the analog joystick to turn this option "on," now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left** + **L** + **R** + **Z** + **C** + **C** + **C**; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "_Wampa__Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C** and press **Up**, then press **C** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press **C** to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold **C** and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold **Down** to attack. Once the code is in place, press **C** to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold **C** and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press **C** to switch between Dash and the Snowtrooper.



- In the "Gall Spaceport" stage, hold **C** and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

- In the "Imperial Freighter Suprosa" stage, hold **C** and press **Right** on the D-pad to control a Stormtrooper as described above.

- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C** and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as " Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up/Right** position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A, Left, Left, C, A, Right, Z**
- Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
- Access Mirror Tracks—**Right, Up, Left, C, Right, Down, Z**
- Access Milk Truck—**Down, A, Right, Z, Right, Up, C**
- Access Helmet Car—**Up, Up, Z, B, A, Left, Left**
- Access Ice Cube Car—**C, Up, B, Right, A, C, A, Right**

- Access Beach Ball Car—**B, B, A, Left, Left, C, A, Right**

- Access Mirror Cars—**Right, Up, Left, C, C, A, Right, Z**. With this code in place, press **C** at the Car Select screen to change any car into a mirror-textured vehicle.

- Non-Blur Mode—**B, Left, Right, Up, Left, Z, Right**. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."

- ZBuffer Mode—**C, Z, B, Up, Up, Right**. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press **C, Right, Down, Z**. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits").

R B N S M T H—Invincibility

L K M B R D—Fly mode (use **L** and **R** to fly through the air; you can also walk through walls)

T H S S L K S C L—Spirit Mode

C M G T S M M G G T S—All Weapons *

B L L T S R R F R N D—Unlimited Ammo *

F R T H S T H T T R L S C K—Infinite Lives

G R G C H N—Big Head Mode **

D N C H N—Tiny Enemy Mode

D L K T D R—Pen and Ink Mode

L L T H C L R S F T H R N B—Purdy Colors

S N F F R R—Disco Mode (enemies don't attack)

C L L T H T N M T N—Quack Mode

T H B S T—Gallery (view the characters)

F D T H M G S—Show Credits ***

N S T H M N D N T—Show Enemies (on the map)

(* This cheat is also activated by the "RBN SMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RBN SMTH" code.)

(*** This cheat is also activated by the "RBN SMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

U B E R N O O D L E—Big Head mode

H O L A S T I C K B O Y—Stick mode

S T O M P E M—Big Hands and Feet mode

P I P S Q U E A K—Tiny mode

I G O T A B F A—Pen and Ink mode

L I G H T S O U T—Blackout mode

F R O O T S T R I P E—Fruity Stripe mode

W H A T S A T E X T U R E M A P—No textures

H E E R E S J U A N—Juan's Cheat

A A H G O O—Zach Attack Cheat

O N L Y T H E B E S T—Warp to credits

B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

VIRTUAL CHESS 64

Debug Mode

At any time during the game, press **C, C, C, C**, then **Up, Down, Left** and **Right** on the D-pad. With this code in place, symbols will appear on the screen whenever the computer is "thinking" about its next move. Unfortunately, these symbols won't mean anything to you unless you're the guy who programmed the game.

WAR GODS

Fatalities

Ahwa Kin—In close, 3-D, **↑ ↓ ↑ + High Kick**

Anubis—3-D, **→ ↓ ↓ ← + High Punch + Low Kick**

Pagan—From 1/2 screen distance, **← → + Low Punch**

Tak—**← ↓ ↓ → + Low Punch + High Kick**

Maximus—Hold 3-D, press **→ → + High Punch + Low Punch**

CY-5—From 1/2 screen away, **← ← + High Punch**

Warhead—Far away, 3-D, **→ ↓ ↓ ← + High Kick**

Voodoo—From 1/2 screen away, **← → + Low Punch**

Vallah—In close, **→ → + Low Kick**

Kabuki Jo—At sweep distance, **← ↓ ↓ → + Low Kick + High Kick**

Play as Grox

At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **C, C, Right, A, B, C, C**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right, Right, Right, B, B, A, A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Player Size Tricks

At the Options menu, hold the **C, C** or **C** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold **C** and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold **C** and press **R** until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold **C** and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold **C** and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the **C** button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the **C** button and press **R** until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the **C** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101".

Trade Players

At the Options screen, hold the **L** button and press **C, C, C, C, C, C, C, C, C, C**; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **C** button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold the **L** button and press **C, C, C, C, C, C, C, C, C, C**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the **L** button and press **C, C, C, C, C, C, C, C, C, C**. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu.

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in the '98 edition except for the "Trade Players" code. Also, the "Access Super Teams" code will allow you to choose four historical NHL teams instead of the "super" teams.

WETRIX

Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Now the main menu screen will have a red background. Access the Options menu; you'll find a new option called "Floor." Highlight this option and press **A** repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press **A** to change the bubble into a rubber duckie; this lets you play with new oddly shaped pieces.

**ADIDAS POWER SOCCER 98***Cheat Screen*

At the title screen—the one that says “Press Start button to Quick Start a match,” etc., press **L1 + L2 + R1 + R2**. The “Cheat Screen” will appear. Now you can enter any of the following codes for different effects:

- Unlock hidden teams—X, Δ, X, □, O, □, X, Δ
- Unlock “The Difference” stadium—□, O, □, Δ, Δ, O, X, X
- Big heads—□, O, O, X, Δ, X, □, O
- See the credits—O, □, Δ, O, X, Δ, Δ, □
- Always win—X, Δ, Δ, O, X, □, O, Δ (with this code in place, press **START** during a match to pause; you’ll find a new option called “Win Match” at the pause menu)

AKUJI THE HEARTLESS*Debug Menu*

Pause the game, then hold **L2** or **R2** and press **Left, Up, Up, Δ, Right, □, Left, Δ, Up, Down, Right, Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right, Right, Left, Δ, X, Up, O, Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left, Δ, Left, Left, O, Left, Δ, Right, O, Up, Up, Down**

APOCALYPSE*Cheat Codes*

At any time during the game, press **START** to pause, then enter any of the following codes: Invincibility—Hold **L1**, press **Down, Up, Left, Left, Δ, Up, Right, Down**

All Weapons—Hold **L1**, press **□, O, Up, Down, X, □**

See Programmers’ Debug Info—Hold **L1**, press **Down, Down, Δ**

Stage Select—Hold **L1**, press **Δ, Up, X, Down** (this code adds a stage-select option to the “Paused” menu as well as the main menu)

ASTEROIDS*Cheat Codes*

Enter any of the following codes at the title screen while the words “PRESS START” are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press **Δ, O, O, Δ, □, O, □**

Stage Select/Invincibility—Hold **SELECT** and press **□, Δ, O, Δ, Δ, □, O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the “Collision” off to become invincible. Once you’ve picked a starting stage, press **L1** to warp there.)

Unlock “Classic Asteroids” Game—Hold **SELECT** and press **O, O, O, Δ, □, □, O**

“Classic Asteroids” Codes

While playing “Classic Asteroids,” press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up, Down, Left, Right, O, □, X, Δ**

99 Lives—**Up, X, Down, Δ, Left, □, Right, O**

Invincibility—**Down, Down, Up, Up, O, □, Δ, Δ**

AUTO DESTRUCT*Cheat Menu*

At the main menu, press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called “Cheat Menu.” The remainder of the codes shown below should

be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—**L1, O, Down, L1, Up, □, O, R1**
Extra Money—**L1, R1, Up, O, Down, □, Right, R1, L1**

Add One Minute to Time—**Down, L1, L1, O, O, R1, Up, □, L1**

Invincibility—**L1, L1, L1, L1, Left, O, O, □, L1**

Infinite Fuel—**L1, O, Left, L1, O, R1, L1, Up, R1, Down**

Car Tune-Up Menu—**L1, R1, L1, Up, Down, O, Down, Right, Left, □, R1**

Blood Mode—**L1, Down, R1, Left, L1, Right, R1**

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—**Up, R1, Down, L1, Up, Left, R1, Right, L1**
Mission Select—**Up, Down, O, L1, R1, L1, O, Down, Up**

Next Mission (jump to next mission from the cheat menu)—**□, O, R1, L1, O, Down, L1, Up**
All Time Trials Available—**R1, L1, O, Left, O, O, Left, L1, O**

Car Select

After you’ve entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left, R1, Right, R1, Left, R1, Right, R1**. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

BEAST WARS TRANSFORMERS*Weapon Power-Up*

During the game, press **START** to pause. When the word “Paused” appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, Δ, X, □, START**. Now your character’s weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word “Paused” appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, Δ, X, X, Δ, Right, Left, Down, Up, START**. The words “Mission Completed” should appear on the screen and you’ll be able to advance to the next one.

BLAST RADIUS*Secret Levels*

At the main menu, press **L1, Left, L2, Down, SELECT, Left, Down, R2, R2, SELECT, Up**. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press **Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2**. You will hear a sound if done correctly. Now you can see the programmers’ faces floating in space (if you have not already entered the Secret Levels code; see note above).

Powered Up Ships and Sector 5

At the main menu press **Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down**. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

Wraith Ship and Sector 8

At the main menu press **Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up**. This code may not work if you have already entered the Secret Levels code (see note above).

BLOODY ROAR*Bonus Modes*

To unlock the options at the “Bonus Modes” menu, you must accomplish the following:

- Clear the game using no continues at Level 4 difficulty or higher to unlock “Big Arm Type”
- Clear the game with Yugo at Level 4 difficulty or higher to unlock “No Gauge Mode”
- Clear the game with Alice at Level 4 difficulty or higher to unlock “Camera Mode”
- Clear the game with Long at Level 4 difficulty or higher to unlock “No Lighting Mode”
- Clear the game with Gado at Level 4 difficulty or higher to unlock “No Guard Mode”
- Clear the game with Mitsuko at Level 4 difficulty or higher to unlock “No Wall Mode”
- Clear the game with Fox at Level 4 difficulty or higher to unlock “Wall Display Off”
- Clear the game with Bakuryu at Level 4 difficulty or higher to unlock “Vitality Recover”
- Clear the game with Greg at Level 4 difficulty or higher to unlock “Small Stage”
- Beat 10 opponents or more in a row in Survival Mode to unlock “Big Stage”
- Clear the game with all characters at Level 4 difficulty or higher to unlock “Afterimage Mode”
- Beat all opponents in Time Attack mode in less than 10 minutes to unlock Alice’s Sailor costume

BOMBERMAN WORLD*Secret Passwords*

Choose “Game Mode” at the main menu, then select “Normal Game” and access the “Password” option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE*Secret Vehicles*

At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you’ll hear a signal to confirm the code. Now you’ll find two new planes at the “Airplane Select” screen: an F-16 and a stealth fighter.

BUST-A-MOVE 4*Secret Codes*

Each of the following codes should be entered quickly at the title screen, while the words “PUSH START BUTTON” are flashing. You’ll hear a sound to confirm each one:

• Access All Characters—**Right, Right, Δ, Left, Left**

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven’t already earned them.

• Tarot Reading—**Up, Δ, Down, Δ, Up**
This code adds a new option called “Tarot Reading” to the Option menu.

• “Ura” Puzzle Mode—**Δ, Left, Right, Left, Δ**
This code gives you a completely different collection of puzzles in the game’s “Puzzle” mode.

• “Talk Demo” Mode—**□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □**
Note: This code will not work unless you enter the “Access All Characters” and “Tarot Read-

ing” codes first. It gives you a new option called “Talk Demo” at the Option menu.

C: THE CONTRA ADVENTURE*Cheat Codes*

Each of the following codes can be entered at the Main Menu:

- Stage select—**Left, Up, Right, □, □, Δ, Δ, Down**
- Infinite lives—**Up, Right, □, Δ, Right, Left, □, Δ**
- Infinite Super Bombs—**□, □, Right, Down, Down, Left, □, Δ**
- Super Machine Gun—**Right, Right, □, Δ, Right, Left, Down, Down**
- Movie Player—**Δ, Δ, Down, □, Up, Up, Left, Δ**

CARDINAL SYN*Cheat Codes*

Each of the following codes can be entered at the title screen while the words “Press Start” are flashing:

- Unlock all characters except Syn and Kron—**L1, R2, R1, □, Down, O, Down, L2, □, □, □, □**
- Unlock Syn—**R1, Right, R2, □, R1, Down, R1, R2, R2, O**
- Unlock Kron—**L2, L2, Up, Up, Up, Left, Down, Up, O, L1**
- New costume for Orion—**R2, Down, Down, O, □, □, R2**
- New costume for Nephra—**□, L1, O, Up, Δ, Left, Δ**
- New costume for Juni—**Down, □, Down, L2, Down, Down, Down**
- New costume for Syn—**O, O, O, L1, R1, O, Left**
- Infinite Magic—**Right, Right, Right, Left, Δ, Left, Left, □**
- Allow dismemberment in any round—**Up, Up, Right, Right, Left, O, O, Down**
- See characters’ ending sequences instead of opening sequences—**Δ, Right, Δ, Right, Δ, Δ, R2, R1, L1, L2, Δ, Δ**

COLONY WARS: VENGEANCE*Cheat Passwords*

Access the “Password” option and enter any of the following passcodes exactly as they appear here:

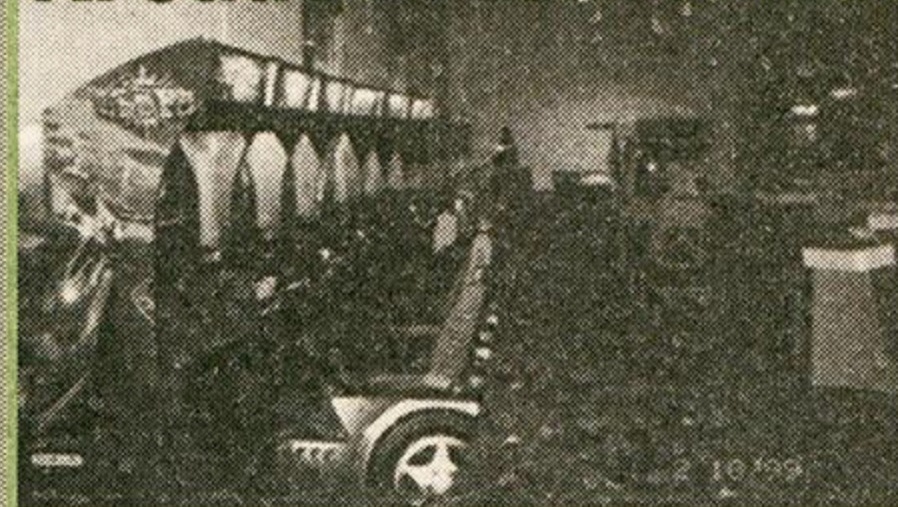
- Enter “Demon” to access a stage-select option
- Enter “Vampire” for infinite energy
- Enter “Avalanche” for infinite Afterburner
- Enter “Chimera” for infinite Secondary weapons
- Enter “Hydra” for 99 upgrade credits
- Enter “Dark*Angel” for super-cooled weapons
- Enter “Tornado” to access all weapons
- Enter “Thunderchild” to access all fighters
- Enter “Blizzard” to activate all of the above cheats
- Enter “Stormlord” to turn all active cheats off

COMMAND & CONQUER: RED ALERT*RETALIATION**Cheat Codes*

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the “Parabombs” code, press Δ to access the sidebar, then highlight the □ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.

- Invulnerability—**□, X, O, X, Δ, Δ**
- 1,000 Credits—**X, X, □, O, O, O**

Arcade Profile: ALL AMUSEMENT CENTER



With giant Sega Gameworks and Dave and Buster’s entertainment centers opening rapidly, it’s getting to be more and more difficult for “mom and pop” arcades to stay afloat. This is not the case for All Amusement Center located in Van Nuys, California. All Amusement Center recently opened its second location at the site of an old General Motors plant. This shopping center, aptly named “The Plant,” also contains a 15-screen multiplex cinema and a FuncoLand video game store! What makes All Amusement Center so special is its amazing attention to detail. Containing over 100 video and redemption games, each upright video game is in a 33” Dy-





- Atom Bomb—O, X, O, O, X, □
- Chronoshift—□, O, △, X, O, O
- Parabomb—X, X, X, O, △, □
- Reveal Entire Map—△, △, X, O, △, □
- Win Current Level—O, O, △, X, X, □
- Lose Current Level—O, X, O, □, □, X
- "Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X
- Replace generic "civilians" with real names—□, □, O, O, △, △

COOL BOARDERS 3*Cheat Passwords*

Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then—at the "Enter Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press △ repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game mode:

OPEN_EM—Unlock all characters

WONITALL—Unlock all courses

BIGHEADS—All characters have big heads (press START to activate the big heads once a race is in progress)

CRASH BANDICOOT*Password*

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△X□△△△

△△□X△O△△△

△O□△X×××

CRASH BANDICOOT 2**CORTEX STRIKES BACK***10 Extra Lives*

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

CRASH BANDICOOT: WARPED*Secret Stages*

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CROC: LEGEND OF THE GOBBOS*Password*

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRLRLDRDLUR

DARKSTALKERS 3*Play as Soul Stealer*

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any button.

DOOM*Cheat Codes*

Each of the following cheats must be entered while the game is paused:

Map All Lines On: △, △, L2, R2, L2, R2, R1, □

Map All Things On: △, △, L2, R2, L2, R2, R1, O

Lots of Goodies!: X, △, L1, Up, Down, R2,

Left, Left

All Powerful Mode On (Invincibility): Down, L2, □, R1, Right, L1, Left, O

X-Ray Vision: L1, R2, L2, R1, Right, △, X, Right

Level Warp: Right, Left, R2, R1, △, L1, O, X

(press Left or Right to change the stage number.)

DUKE NUKEM: TIME TO KILL*Cheat Codes*

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L1, R2, Up, Down, Up,

Down, SELECT, SELECT

Invisibility—L1, R1, L1, R1, L1, R1, L1, L1, R1

Double Damage—L2, R2, L2, R2, L2, R2, L2, R2,

L2, R2

Big Head—R1, R1, R1, R1, R1, R1, R1, R1, R1,

Up

Tiny Head—R1, R1, R1, R1, R1, R1, R1, R1, R1,

Down

Big Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1,

R1, R1, Left

Enable Level Select at main menu—Down,

Down, Down, Down, Down, Down, Down,

Down, Down, Up

All Weapons—L1, L2, Up, L1, L2, Down, R1,

Right, R2, Left

Unlimited Ammo—Left, Right, Left, Right, SE-

LECT, Left, Right, Left, Right, SELECT

All Inventory—R1, R1, R1, R1, R1, L2, L2, L2, L2, L2

All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

FELONY 11-79*Access All Cars & Tracks*

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + △; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

THE FIFTH ELEMENT*Cheat Menu*

At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

FIGHTING FORCE*Cheat Mode*

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FINAL DOOM*Cheat Codes*

All of the cheat codes listed above for Doom will work with Final Doom.

FORMULA 1 98*Hidden Tracks*

Choose "Options" from the "Select Driver/Team" menu, then choose "Edit Driver Name" and enter the following driver names to open hidden tracks:

Cheesy Poofs—Unlock Stunt track

Go Cows—Unlock Roman Forum track

FORSAKEN*Secret Cheat Menu*

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER*Stage Select*

During gameplay, press START to pause, then press Right, □, △, □, △, R1, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press START to pause, then press Right, □, △, □, △, X.

FUTURE COP: L.A.P.D.*Secret Passwords*

DISYFISLFY—All Crime War and Precinct Assault missions completed

DITIFISLF—All Crime War and Precinct Assault missions locked complete

DYPYFASRHR—All Crime War and Precinct Assault missions completed, plus all secret weapons

SIFRGYBERR—Invincibility**SYMRGOBRR—All secret weapons**

DYSIFASRHY—All Crime War and Precinct Assault missions locked complete, plus all secret weapons

DYTIFASUHL—All Crime War and Precinct Assault missions locked complete, plus all secret weapons and invincibility

Cheat Codes

While in the game, press START and enter the map screen. Press SELECT to access the options menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are entered correctly:

Reload Shield—□, SELECT, O, X

Complete current mission—□, O, □, O, X, SE-

LECT, X, SELECT

Turn blue player to black—□, SELECT, O, X,

X, O, SELECT, □

Reload Weapon 0—□, O, SELECT, X, SELECT,

X, O, □

Reload Weapon 1—O, X, SELECT, □, O, X, SE-

LECT, □

Reload Weapon 2—□, SELECT, □, O, □, SE-

LECT, X

Power-up Weapon 0—O, O, O, X, X, O, SE-

LECT

Power-up Weapon 1—□, □, □, O, X, O, X

Power-up Weapon 2—□, O, □, SELECT, X, □,

O

Add 200 points to the player—O, □, O, X, SE-

LECT, □, X

Invincibility—O, O, SELECT, SELECT, O, SE-

LECT, X, □

Super Jump—O, O, O, O, □, X, SELECT, □, X, O

Maximum Shield—X, X, SELECT, O, O,

SELECT, □, □, SELECT

G-DARIUS*Unlock All Movies*

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked, even if you haven't finished the game.

GEX: ENTER THE GECKO*Invincibility*

During the game, press START to pause, then hold the L2 button and press Left, Right, △, Down, Right, Left.

Infinite Lives

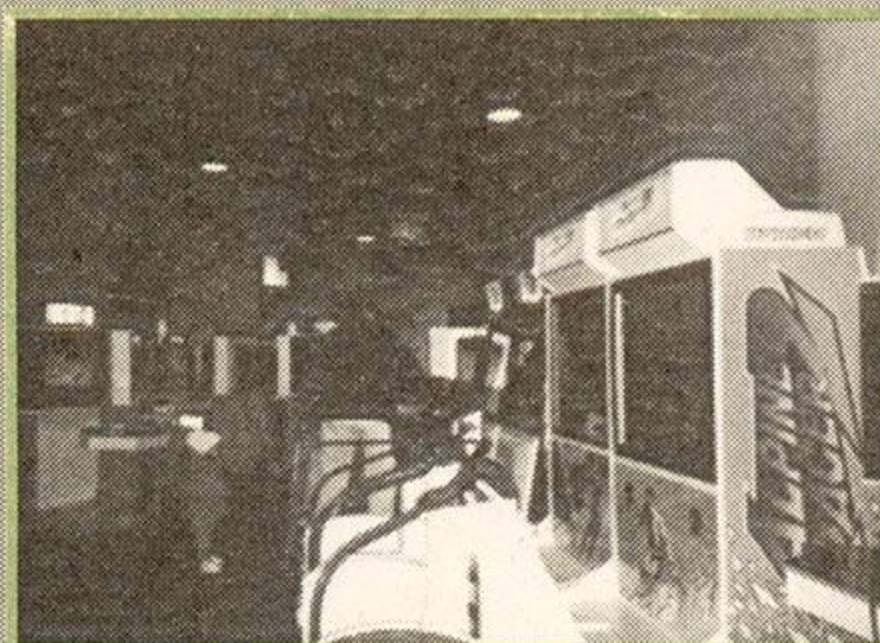
During the game, press START to pause, then hold the L2 button and press Up, Up, Down, Right, △, Down.

Random Speech

During the game, press START to pause, then hold the L2 button and press △, Left, O, Up, Down. When you unpause, you can press SELECT at any time to make Gex say a random one-liner.

Stage Timer

During the game, press START to pause, then hold the L2 button and press Right, △, Right, Left, △, X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press SELECT to call up your current game's stats, then hold the □ button to see your best times for each level.



namo Showcase Cabinet with Perfect 360 sticks in every one of them! A fully stocked redemption counter is the first thing you see when you walk in the door, along with rows of driving, fighting and shooting simulations! Birthday party packages are also available, along with a full staff on hand to cater to almost every need. Safety is the utmost importance, so there are 16 monitors spread throughout the entertainment center with some hooked up for direct feed to the games! If you are ever in the greater metropolitan Los Angeles area, give All Amusement Center a call at (818) 756-0550, or visit them at The Plant shopping center and request a party brochure at 7888 Van Nuys Blvd., Van Nuys, CA 91402. Tell them you read about 'em in *TIPS & TRICKS*!





Stage Select

During the game, press **START** to pause, then hold the **L2** button and press **Right, Right, Left, Right, Δ, Down, Right**. When you unpause, press **SELECT** to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press **Left** or **X** to cycle between three different menus.

Debug Menu

When you're on the Media Dimension map, press **START** to pause, then hold the **L2** button and press **Right, Right, Left, Right, Δ, Down, Right, Right, Δ, Right, Left, Δ, X, Right, Δ, Right, Left, Δ, X**. When you unpause, press **SELECT** to call up a debug menu. Press **Left** or **Right** to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2, R1, □, □, Up, Down, □, □, R2, R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press **□** at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

- Enter the name "WEYHEY" to start with 9,999,990 points.
- Enter "BLOWME" to have your character's map coordinates displayed on the screen while you play.
- Enter "EATTHIS" to max out your "Wanted" level.
- Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold **□ + R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HEART OF DARKNESS

Cheat Mode

Hold **L1 + L2 + R1 + R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" op-

tion or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME

Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Attack—Helmet, Pegasus, Hercules head, Archer
Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
Vortex of Souls—Soldier, Lightning, Soldier, Centaur

Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press **X**, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press **X** to skip to the next clip or press **START** to exit.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold **L1 + L2**, press **X** to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press **X**. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press **X**. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INVASION FROM BEYOND

Level Select

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Δ, X, □, □, □, □, X, Δ

All Ships & Weapons

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press **X**. You'll hear the crowd cheer to confirm the code.

JUDGE DREDD

Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

!PEMON?—Deformed characters

?LOVESEXY?—See the ending

!BEDSTRAW!—10 credits

!EIKKIN—Invincibility

KAGERO: DECEPTION II

Sound Test

When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS

Note: The following codes may be difficult to enter. Be sure you're pressing the D-pad in the exact directions specified without pointing it diagonally, and whenever you see a "+" sign between two buttons, it means that those two buttons must be pressed at exactly the same instant.

Play as a Bear

At the main menu, press **Right + □, Right + Δ, Right + ○, Right + X**. If you are doing it correctly, you should hear the bell sound after every button command. Now no matter what boxer you choose, you will be playing as a bear.

Big Head Mode

At the main menu, press **Left + ○, Left + Δ, Left + □, Left + X**. As above, you should hear the bell sound after every button command. This cheat only works with created boxers or boxers which can be edited.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)

Compy—**X X O Δ □ X □ X O Δ □**

Human Hunter—**□ □ Δ O X □ □ □ X O Δ**

Raptor—**X X O Δ □ X □ X O Δ □**

T-Rex—**X X O Δ □ □ X □ □ Δ □**

Human Prey—**□ □ Δ O X □ □ Δ X O Δ**

Gallery Passwords

Compy—**□ □ Δ O X O Δ O Δ X X**

Hunter—**X X O Δ □ Δ Δ X O □ □**

Raptor—**□ □ Δ O X O Δ O X X Δ**

T-Rex—**Δ Δ □ X O □ □ X □ Δ □**

Prey—**Δ Δ □ X O □ Δ X □ □ □**

Stage Select

Access the password screen and enter the following password: **□, X, O, Δ, Δ, X, □, O, Δ, O, X, □**. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start

at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

• Dr. Doom—Press **Down, Down**, then press and continue to hold **X**, then **○**, then **R1** (you should still be holding **X** and **○** when you press **R1**).

• Thanos—Press **Up, Up**, then press and continue to hold **L1**, then **Δ**, then **□** (you should still be holding **L1** and **Δ** when you press **□**).

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **X**, then **○**, then **R1** (you should still be holding **Down + X + ○** when you press **R1**).

• Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then **Δ**, then **□** (you should still be holding **Up + L1 + Δ** when you press **□**).

Note that the above codes are shown as if you're using the default control configuration. If you change the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the **○** button twice, press **Left** six times, then hold **L1 + R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold **○** and press **START**. When the game begins, Zero's costume will be black instead of red. This code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—**Left, Right, □, ○, Left, Right, □, ○**

STREET FIGHTER ALPHA 3 MIDWEST CHAMPIONSHIPS



As reported in our March issue, the *Street Fighter Alpha 3* Midwest Championships will be held at Capcom's Super Just Games in Northbrook, Illinois on June 26 and 27, 1999. The tournament will be highlighted by *Street Fighter*

Alpha 3 as the main event along with other games, with plenty of cash and prizes up for grabs! The games featured at this event include:

- *Street Fighter Alpha 3* (4 machines)
- *Street Fighter Alpha 2*

(2 machines)

- *Street Fighter III: 2nd Impact* (2 machines)
- *Super Street Fighter II Turbo* (2 machines)

The *Street Fighter Alpha 3* preliminary rounds will begin at 1:00 PM on Saturday, with the top 16 players qualifying for the finals. The finals will begin at 11:00 AM on Sunday. All other tournaments will be double-elimination, two-out-of-three rounds. The semifinals and finals will be three-out-of-five rounds. There is a

\$7 entrance fee for each tournament except *Street Fighter Alpha 3*, which has a \$10 entrance fee, or \$5 to re-enter. Players can re-enter the *Street Fighter Alpha 3* tournament as many times as they wish until they qualify for Sunday's finals. Once a player has qualified, he or she may not re-enter. ALL TOURNAMENT GAMES WILL UTILIZE HAPP 360 CONTROLS FOR OPTIMUM PERFORMANCE! The tournament schedule is as follows:



Slow down computer cars—O, Δ, □, X, O, Δ, □, X

Super speed—X, O, □, Δ, X, X, X, X

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up, Down, Down, □, O, O, Δ, X. With the Debug code in place, the following options become available:

- Press □ + O + Δ + X to make all of the vehicles on the track explode
- Hold SELECT and move the D-pad to tilt or rotate the camera angle
- Hold SELECT and press L2 or R2 to zoom in or out
- Hold SELECT and press □ to have the computer control your car
- Hold SELECT and press X to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.
- Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
- Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTER" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MONSTER RANCHER

Secret Monsters

There are over 40 special monster types hidden in *Monster Rancher* that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher* the way they should. Occasionally an audio CD will be re-mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade as a breeder.

Homogenic by Bjork—"Geisha"
Horses by Patti Smith—"Gallop"
The Abbey Road E.P. by Red Hot Chili Peppers—"Bikini"
Forrest Gump (Disc 1) Original Movie Soundtrack—"Smiley"
Bridges to Babylon by The Rolling Stones—"Gray Wolf"
Something About the Way You Look Tonight by Elton John—"Angel"
The Ultimate Collection by Jackson 5—"Bunny"
Like a Virgin by Madonna—"Platinum"
1984 by Van Halen—"Eve"
Beach Boys Concert by The Beach Boys—

"Stripe"

Paris, Texas Original Movie Soundtrack—"Sam"

Monster by R.E.M.—"Apocolips"

The Best of Earth, Wind & Fire, Vol. II by Earth, Wind & Fire—"Planet"

Love Deluxe by Sade—"Looker"

Middle of Nowhere by Hanson—"Sleeves"

Christmas with the Chipmunks by The Chipmunks—"Santa"

also: *Merry Christmas* by Mariah Carey—"Santa"

Metal Health by Quiet Riot—"Gamer"

Greatest by Kiss—"Kuma"

Nevermind by Nirvana—"Karaoke"

Demo disc from *Next Generation* magazine, December 1997—"Milky Way"

Demo disc from *Ultra Game Players* magazine, December 1997—"Two Tone"

On Air (Disc 1) by Alan Parsons—"Sky"

The Fat of the Land by Prodigy—"Naga"

Destiny by Gloria Estefan—"Cari"

The Best of the Village People by The Village People—"Anguish"

Bringing Down the Horse by The Wallflowers—"Neon"

Spawn: The Album Original Movie Soundtrack—"Zombie"

Combat Rock by The Clash—"Tank"

Kerplunk by Green Day—"Bonsai"

Kick by INXS—"Gooaall!"

Grand Prix by Teenage Fanclub—"Radial"

No Way Out by Puff Daddy & the Family—"Jerod"

Mellow Gold by Beck—"Magnet"

Major League 2 by Original Movie Soundtrack—"Player"

History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy"

Floored by Sugar Ray—"Jaques"

Greatest Hits, Volume 3 by Billy Joel—"Shades"

Spice by Spice Girls—"Cutie"

Live at the Apollo by James Brown—"Hot Foot"

Salsa No Tiene Frontera by Orquesta de la Luz—"Mage"

Damned Damned Damned by The Damned—"Doodle"

Yourself or Someone Like You by Matchbox 20—"Sketch"

Truth and Soul by Fishbone—"Beamer"

Men in Black: The Album Original Movie Soundtrack—"Disrupt"

Tecmo's Deception (PlayStation game) by Tecmo—"Ardebaren"

More Secrets

- The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!
- Some special monster types can be created by combining two monsters in the Lab with the right item. For example, if your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.
- If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lab.
- When your monster dies and you go to the

shrine to create a new monster, there is a 1-in-16 chance that the new monster will be imbued with the spirit of the monster who died. A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

- To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combine the "Scribble" monster with another monster in the lab to get the "Doodle" type.
- To earn the extremely rare "Disc" monster, you must freeze a monster of the "Gooaall!" type and another of the "Radial" type and combine them in the Lab.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

- 1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
- 2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
- 3) To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

MOTORHEAD

Secret Passwords

Access the "Code" option at the Options menu and enter the following codes to access different effects:

s o f t h e a d—Motion blur effect
 s u p e r c a r—Overhead view
 l a s t c o d e—Alternate demo
 n o c h e a t s—Disable cheats
 Note that when you enter these cheat codes, high scores will not be recorded.

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

X X X X X X X X—Infinite Firewalls

□ X □ X □ X □ X—Infinite weapons

O X X Δ □ Δ □ O—Infinite lives

□ Δ O Δ X Δ □ X—Access any level

□ □ □ Δ O Δ □ □—Bonus level access

X X X □ Δ O X Δ—Enable fifth ship (Speed-core)

O X □ Δ Δ O Δ O—Activate "water" effect

□ Δ X Δ O □ Δ X—Bonuses don't reset when you die

NBA LIVE 99

Secret Teams

Go to the "Rosters" menu and choose "Custom Teams." Select one of the four teams (A through D), enter "EA" as the name of the city, then enter "Europals" as the name of the team. Next, change the name of the city to "Hitmen" and enter one of the following team names to unlock that team:

Coders

Earplugs

Idlers

Pixels

The game will then ask you if you want to activate the Hitmen Production Team. Choose "Activate Hitmen" and the secret team you requested will be activated. Note that you must repeat the entire process for each hidden team, and that the city and team names are case sensitive (i.e. only the first letter should be large).

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—MCITYZ
 AutoCross Hidden Track—XCNTY
 Caverns Hidden Track—XCAV8
 The Room Hidden Track—PLAYTM
 Scorpio-7 Hidden Track—GLDFSH
 Space Race Hidden Track—MNBEAM
 Activate Jaguar XJR-15—LJAGX
 Activate Mercedes-Benz CLK-GTR—AMGMRC
 Activate El Nino—ROCKET
 All cars and bonus tracks (not hidden tracks)—SPOILT

All Camera Views—SEEAALL

Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1 + R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + X + Δ
 Cops Speak With Different Accent—Up + R1 + L2

Cops Speak in German—Up + R2 + L1

Cops Speak in Spanish—Down + R2 + L1

Cops Speak in Italian—Left + R2 + L1

Cops Speak in French—Right + R2 + L1

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the Δ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the Δ and O buttons immediately you can enter any or all of the ad-

Street Fighter Alpha 3—Preliminary rounds, 1:00 PM Saturday

Finals, 11:00 AM Sunday

Street Fighter III:2nd Impact—7:00 PM Saturday

Super Street Fighter II Turbo—1:00 PM Sunday

Street Fighter Alpha 2—4:00 PM Saturday

All games are set on free play for practice with paid entrance fee. All other games in the arcade run on nickels.

Street Fighter Alpha 3 Prizes

1st Place receives 60% of all entrance fees, a Sony PlayStation with

Street Fighter Alpha 3, *Street Fighter Collection* and *Street Fighter Collection 2*, a Nintendo 64

with *Magical Tetris Challenge*, two deluxe Capcom arcade game mar-

quees and a one-year subscription to *TIPS & TRICKS* Magazine

2nd Place receives 25% of all entrance fees, two Capcom PlaySta-

tion games, two deluxe Capcom arcade game mar-

quees and a one-year subscription to *TIPS & TRICKS* Magazine.

3rd Place receives 15% of all entrance fees, a Capcom PlayStation game and one mar-

quee.

All Other Tournament Prizes

1st Place—60% of all entrance fees, a PlayStation game, a deluxe mar-

quee and a one-year subscription to *TIPS & TRICKS* Magazine.

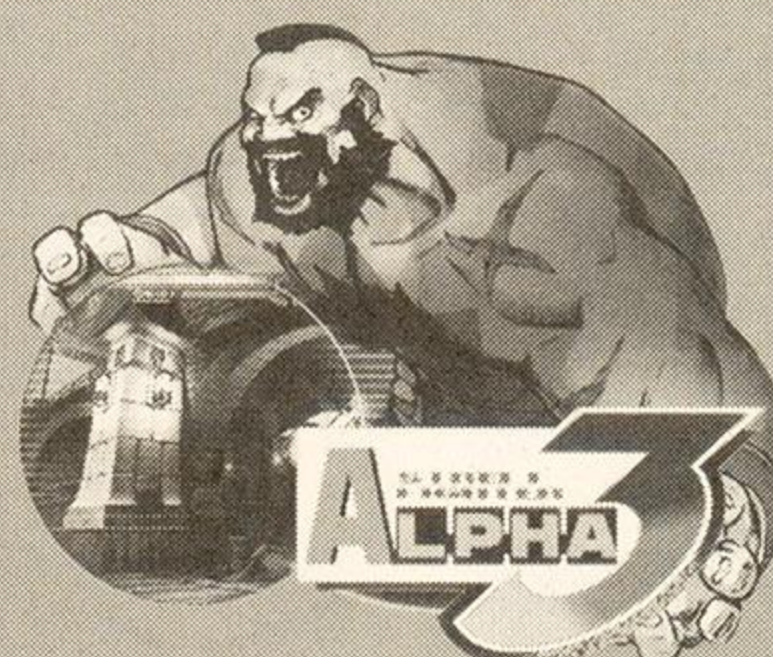
2nd Place—25% of all entrance fees and a Capcom mar-

quee

3rd Place—15% of all entrance fees

There is a \$2 charge to enter Super Just Games which is not included in the tournament entry fee. For more

information, please call Super Just Games at (847) 559-8757.





ditional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

- Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
- Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322
SAL—0201
JAPPLE—6660
JENIFR—3333
LUIS—3333
DANIEL—0604
JASON—3141
ROOT—6000
BRAIN—1111
GENTIL—1111
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
THUG—1111
FORDEN—1111
DAVID—3456
AZPOD—4777
FRANC—1221
JUAN—6521
BERT—8735
JOVE—6644
AUBREY—6666
ALLEN—7911
BYRON—1969
FRANZ—8421
BRIAN—2221

Name Record Codes

Enter these names and PIN numbers as described above. They won't reveal secret characters with special heads, but they will allow you to play with the won/loss records and individual stats of some of the people on the high score tables:

MIKE—3333
CALEB—0916
BYRON—1111
GRINCH—0222
GUIDO—6765

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player

game unless both players enter the same code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Clear Tournament Mode—1-1-1-Up
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-3-3-Left
Big Football—0-5-0-Down
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left

NFL GAMEDAY 99

"Easter Egg" Codes

Choose "Easter Eggs" from the options menu, choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, including the spaces:

BIG BALLS—Big football
BIG HITS—Hits sound more powerful
BLINDERS—No penalties
BOBO—All players are named Bobo
BUNYON—Big players
COFFEE BREAK—Extra speed
CON MAN—Computer opponent hides pass coverage
CPU SCORES—Computer-controlled players are faster
CPU STUFFS—Computer team has stronger, faster offensive line
CREDITS—See the credits
DAVIS—Faster running back
EGG HEAD—No stamina, more fatigue injuries
EURO LEAGUE—All players have European last names
EVEN TEAMS—All players are created equal
FLEA CIRCUS—Tiny players
GD CHALLENGE—Extra difficulty setting
GRUDGE MATCH—Red zone is red, end zone is checkerboard, field goals are invisible
HAMSTRUNG—More hamstring injuries
HANGTIME—Punts have longer hang time
HOOPS—All players are named after basketball players
HOT SHOT—Computer-controlled players cel-

ebate in the field

ITS IN THE FPS—Game's "frame rate" changes constantly
MIND READER—Computer opponent knows which play you've called
PLAYING CARDS—Flat players
POP WARNER—Smaller, faster players
PRESIDENTS—All players are named after Presidents
PRIME TIME—Computer opponent makes big plays
PUPPETS—Players are controlled by string like puppets
RED ZONE—All players are named after programmers
ROCKET MAN—Ball carrier can use speed bursts
SLIDESHOW—See cheerleaders after a game
SKELETON—Play as Skeleton team
SPORTS—All players are named after the game's developers
STAMINA—More endurance
STEEL LEG—Longer field goals
STICKEM—Fewer dropped passes
SWIMMERS—Improved "swim" move
TELE TUMMY—Players have TV sets in their stomachs
WEAK—Players become fatigued more quickly

NFL XTREME

Cheat Codes

Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created player's default settings or else the player will not be added to the free agent pool.

- Name the player "BIGHEAD BOBBY" to give all players big heads
- Name the player "COINHEAD COREY" to make the players' heads two-dimensional
- Name the player "LAMEBOY LENNY" to change the player animation
- Name the player "GEORGE GIRAFFE" to give all players long necks
- Name the player "BIG BEN" to play with much bigger players
- Name the player "TINY TOM" to play with much smaller players
- Name the player "MONKEY MICKEY" to give all players long arms
- Name the player "SHRIMPY SEAN" to give all players short arms

NHL 99

Passwords

Enter the "Rules and Options" menu and select Options. Access the Passwords screen and enter any of the following passwords for different effects:

3RD—Sunday jerseys for some teams
EAEAO—Play as the EA Blades
FREEEA—Programmers in free agent list
BRAINY—Big head mode
BIGBIG—Giant players
NHLKIDS—Small players
PLAYTIME—Small players and large goalies
PULLED—No goalies
SPEED—Fast game play
SPEEDY—Really fast game play
VICTORY or STANLEY—Stanley Cup movie
MON, DET, BOS, etc—Enter the first three letters of a city's name to see the stadium movie

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: $\leftarrow \uparrow \Delta \downarrow \square \Delta \square \downarrow$. Next, choose "Start Game"; a

cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named D▲M●O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe.

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—J U N G L E W A R
Level 2: Island—C U T T H R O A T S
Level 3: Peace 1—C O U N T D O W N
Level 4: Peace 2—P L U T O N I U M
Level 5: DMZ—P U S A N
Level 6: Fortress—A R M A G E D D O N
Bonus Level: Lightning—L I G H T N I N G

O.D.T.

Cheat Codes

Each of these codes can be entered while the game is paused:

50 lives— Δ , Up, \square , Right, SELECT, \square
Refill energy—Left, Right, Left, Right, \square
Refill ammo—Left, Right, Up, Down, \square , \square
Refill mana—Left, Right, Left, Right, \square
Weapon powerup—R1, L1, R2, L2, Left, Right, Up, Down
Raise abilities by 10%— \square , \square , Δ , SELECT, Left
Fill experience gauge— \square , Δ , L1, L2, R1, SELECT
Raise each spell 1 level—Down, Δ , SELECT, L1, R1, SELECT
Toggle monsters' energy bars— Δ , \square , \square , Δ , \square

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:

- Level Select—Hold R1 and press Down, Right, Left, Right, \square , \square , Δ , \square , \square , Right, Left.
- Movie Select—Hold R1 and press Up, Left, Right, \square , \square , Δ , \square , Right, Left, Up, Right.
- Green Farts—Hold R1 and press Up, Left, Right, \square , \square , \square , X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODUS

Checkpoint Skip

At any point in the game, hold R1 and press \square , \square , X, X, \square , \square . You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the R1 button and press Down, Up, Left, Right, Δ , \square , \square , \square , \square , Down, Up, Left, Right.

Video Scene Select

At the main menu, hold the R1 button and press Up, Down, Left, Right, \square , \square , Δ , \square , \square , \square , Up, Down, Left, Right.

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as

TURBO ZONE DIRECT!



If you are a fan of the late, lamented TurboGrafx-16 or Turbo Duo game systems—like most of the *TIPS & TRICKS* staff—you're probably having a hard time finding games and accessories for the system these days. Here's a tip: Get in touch with our old friends at Turbo Zone Direct. This is not a new company; TZD has been doing mail order and Internet sales of factory-fresh TurboGrafx-16 and PC Engine

goodies since 1993. These guys are authorized by NEC as the official repair center for the TurboGrafx-16, TurboExpress and Turbo Duo systems! Where else can you find a six-button controller for your Turbo Duo to play the import version of *Street Fighter II Dash*? To request a

current catalog, call Turbo Zone Direct at (818) 786-5789, look them up on the World Wide Web at www.tzd.com or write to them at Turbo Zone Direct, P.O. Box 57347, Van Nuys, CA 91413...and please tell them you read about them in *TIPS & TRICKS*.

TURBO DUO
Turbo Express





"FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords

All Levels Access—GETACCESS
31 Lives—IMMORTAL
Invincibility—NEVERDIE
Mutant Mode—GENETICS
Permanent Weapon—MAKMYDAY
Access to Bonus Levels—SKATBORD
Full Health—HORMONES
Camera Roll—GONAHURL
Regenerating Monsters—JUSTKIDN
Strange Textures—ACIDDUDE

PARAPPA THE RAPPER

Rapping Tips

• If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the Δ button, press and release the \square button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the Δ ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.

• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords

Level 2—METROPOLIS
Level 3—DEEPDARK
Level 4—TEMPLEME
Level 5—HOTROCKS
Level 6—GOINGDOWN
Level 7—WOWTHATSHOT
Kryll Thular Boss—BIGWORMGUY
Level 8—JAILBREAK

Level 9—THUNDERDOMES

Level 10—MAGICGARDEN

Level 11—SPOOKY MESAS

Cheat Passwords

Floating Harry—ZEROGHARRY
Big Head Mode—BIGHEADHARRY
Skinny Harry—2DHARRY
See Credits—CREDITS

99 Lives—STEVECRANEME

See All Movies—PLAYMOVIES

See All Comics—PITFALLCOMIC

Disable Witty Banter—STOPTALKING

Get an extra 10 lives in the next game—GIVEMELIFE

Access the original Atari VCS Pitfall! game—CRANESBABY

Note: Each of the following codes works during the original Pitfall! game:

• Programmer's Head—Press R1 + R2

• Baby (Elvira) Head—Press \square + R1

• Croc Talk—Press R1 + Δ when there are crocodiles on the screen; one of them will say, "Hi, mom!"

• Infinite Lives—Press L1 + L2

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, Δ , Δ , X, X, Left, Right, \square , \square ; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

PSYBADEK

Cheat Passwords

GO ANYWHERE—Enable level select
GREASEDEK—Slippery board
JELLYJELLY—Jelly mode
TOPSYTURVY—Upside down mode
WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIONME—Nine lives
INLILLIPUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Dek

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color palette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RASCAL

Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 button to change the room number, then hold the R2 button down until you warp to the room you chose.

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up

• Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

• Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

• Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you can change into a different set of clothing at any time.

Shoot the Camera

Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

Extra Characters

Choose "1P Game" and finish the game with any character at any difficulty setting. After you do this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.

Unlock Hidden Outfits

• To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
• To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
• To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
• To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.

Secret Mini Games

• To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty.
• To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.

• To access Service mode, finish the game with Natsu at the highest difficulty setting.

Kyoko's Office

To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath— Δ , L1, R1, X, L2, L2

Enable Nightshade—R1, R2, L1, L1, X, \square

Enable Helicopter—L1, Δ , R2, Δ , Δ , R1

Enable Alien Saucer—R1, \square , X, \square , L2, \square

Access "Funtopia" stage (Challenge mode only)—X, \square , L2, X, \square , L1

Access "The Gulch" stage (Challenge mode only)—X, \square , \square , L1, L2, \square

Battle Boss 1 (Challenge mode only)— \square , R2, R1, \square , L1, R2

Battle Boss 2 (Challenge mode only)— \square , \square , L2, L1, Δ , Δ

Infinite Jump— \square , \square , R2, X, Δ , R2

Infinite Turbo— \square , X, \square , Δ , R1, R2

Double Pickups—L1, L2, \square , L1, R1, \square

Increased Armor—R1, Δ , R1, Δ , L1, \square

See Duke Nukem: Time to Kill movie— \square , \square , \square , \square , Δ , Δ

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background—L1, \square , Left, Right, L2, Left, R2, R2

• Enable motion blur—Right, \square , L2, \square , R1, \square , \square , \square

• Extra 30,000 points— \square , Up, Down, L2, R1, Δ , X, Δ (works only once per level)

• Temporary invincibility—Right, Down, L1, R2, R1, \square , Δ , \square

• 30 extra seconds in Time Trial mode— \square , L1, Δ , Δ , \square , X, Δ , Down (works once per level)

• Warp to bonus stage— Δ , Up, Δ , L2, L1, L2, \square , X

• Clear screen in bonus stage—Right, \square , \square , L1, \square , \square , \square , \square



ROSCOE MCQUEEN FIREFIGHTER EXTREME

Passwords

Laundry 2—FLUFFY
Laundry 3—SWEATY
Auto 1—HOTROD
Auto 2—GREASE
Auto 3—BIGEND
Harolds 1—SMELLY
Harolds 2—WIDETV
Harolds 3—PILLOW
Leisure 1—TRICEP
Leisure 2—MOTION
Leisure 3—HIPHOP
Residential 1—KENNEL
Residential 2—BARREL
Runaround—SPLASH

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—Up, Left, Right, X, O, □
Bonus Track—X, Up, △, Down, R1, L1
Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, △, R1, O, L1, Down
Access "Super Championship" race mode—Right, □, Left, O, Up, X

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

- Hold △ to race in a U.F.O.
 - Hold L1 to race in a pick-up truck
 - Hold R1 to race in a British sportster
- When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

Ultimate Password

Choose "Options" at the Game Select menu, then select "Settings" and use the L1 and R1 buttons to change the Password option to "ALLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

SHIPWRECKERS!

Passwords

Region 1, Level 2—Ship, Skull, Fish, Anchor, Ship, Anchor
Region 1, Level 3—Ship, Anchor, Skull, Ship, Anchor, Fish
Region 1, Level 4—Skull, Ship, Fish, Anchor, Anchor, Ship
Region 2, Level 1—Fish, Fish, Anchor, Ship, Skull, Anchor
Region 2, Level 2—Skull, Anchor, Anchor, Fish, Anchor, Ship
Region 2, Level 3—Fish, Anchor, Ship, Ship, Ship, Skull
Region 2, Level 4—Anchor, Fish, Ship, Skull, Skull, Fish
Region 3, Level 1—Ship, Skull, Skull, Fish, Anchor, Skull
Region 3, Level 2—Fish, Skull, Anchor, Fish, Skull, Fish
Region 3, Level 3—Fish, Fish, Ship, Skull, Fish, Ship
Region 3, Level 4—Ship, Anchor, Ship, Fish,

Anchor, Fish

Region 4, Level 1—Skull, Skull, Anchor, Ship, Fish, Fish
Region 4, Level 2—Ship, Anchor, Skull, Fish, Fish, Anchor
Region 4, Level 3—Skull, Ship, Skull, Skull, Fish, Ship
Region 4, Level 4—Ship, Fish, Ship, Fish, Ship, Anchor
Region 5, Level 1—Anchor, Ship, Fish, Skull, Fish, Ship
Region 5, Level 2—Fish, Ship, Anchor, Skull, Ship, Fish
Region 5, Level 3—Ship, Fish, Skull, Anchor, Anchor, Skull
Region 5, Level 4—Skull, Ship, Anchor, Fish, Ship, Skull

SKULLMONKEYS

Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—Down, O, Up, R2, Left, △, SELECT, SELECT
Maximum Phat Heads—R1, Left, Up, L1, L1, □, Right, SELECT
Maximum Phoenix Hands—□, △, R2, Left, SELECT, O, △, Right
Maximum Universe Enemas—Left, △, Right, Down, △, SELECT, SELECT, SELECT
Maximum Super Willies—R1, Left, □, △, L1, △, R2, SELECT
Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down, □
Maximum Swirly Cues—R1, Right, O, R2, R2, □, Right, SELECT
Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, △, Down, R1, O, Right, Up, SELECT
Shield—R2, O, O, Down, Left, O, Right, Down
Clean "Pause" Screen—L2, Left, O, R2, Down, □, △, Down
Change Klaymen's Color—L2, O, O, Left, SELECT, L2, Up, Down
Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT
Slow-Motion Mode—L1, △, Left, Down, R2, △, Left, SELECT
Super Fast Klaymen—Left, □, R2, O, R1, Down, O, R2
Tiny Klaymen—R1, Left, □, △, R1, Left, □, △
Shoot Heads Instead of Bullets—Down, □, △, Down, Down, □, □, Right
Skip Current Sub-Level—△, L1, L1, □, Right, O, △, Down

SPACE JAM

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in effect.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold L1 + R1 and press □, □, O, O, △, X
- Temporary invincibility—Hold L1 + R1 and press △, △, X, X, □, O
- All power-ups—Hold L2 + R2 and press △, O, □, X, △, X
- All inventory—Hold L2 + R2 and press X, □, O, △, □, O
- Refill health meter—Hold L1 + R1 and press X, O, △, □, X, O
- Refill Magic—Hold L1 + R1 and press △, O, X, □, △, O
- Skip current level—Hold L1 + R1 + L2 + R2 and press △, X, □, O, O, O

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press the △ button; now all of the cars in the game will be available.

Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold L1 + L2 to race in bright daylight
- Hold R1 + R2 to race at night
- Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, □, O, □.

Hidden Messages

Also at the "globe" menu, hold the START button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the START button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the START button and press O, △, △, O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes

Press START at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press △, X, X, X, O, X, □, △, X, △, O. Repeat whenever necessary.
- Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the spider.

STAR GLADIATOR

Big Heads and Feet

Before a round begins, hold Right + START + □ + O until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you hold the buttons down before the round begins. If you hold those same buttons with Left instead of Right, your character will have a tiny head.

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.

Change Camera Angle

Immediately after winning a fight, hold O + X before your character goes into his or her victory pose. During the pose, keep holding those buttons and press □ to zoom in, △ to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode,

highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and press X, O, X, O, □, □, □, △, △, △, then O + X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press O, □, △, □, X, □, △, □, O, □, then △ + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Bilstein, press X, □, X, □, X, □, then press Right to highlight Kappah and press O, △, O, △, O, △, then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.
- To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Password" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—X O X O X △
Medium Difficulty Level—X X △ O X △
Hard Difficulty Level—△ □ □ □ X △

STEEL REIGN

Invincibility

At the main menu, press L2, L1, R2, O, □, O, O, L1, L2, L1. You'll hear a signal to confirm; now you're invincible.

Access All Tanks

At the main menu, press L1, L2, L1, O, □, O, O, L2, L1, R2. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons.

Secret Level

At the main menu, press L1, L2, L1, L2, R2, R1, □, O, □, □. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "short-cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to



the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right**.

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. (Not all characters have six poses.)

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the **□** (Jab) button, then release **□** and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping **□**.

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping **□**.

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS α

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Right**, **Down**, **Right**, **SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Up**, **Right**, **Up**, **Right**, **Up**, **SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **○**

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down**, **Down**, **Down**, **Right**, **Right**, **Right**, **○**

Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, **○**

Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, **○**

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, **○** (same as Dan code, but you must press **○** at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, **○** (same as Dan code, but you must press **○** at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **○**

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **Left**, **○**

Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, **○**

Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **○**

Stage Select

In Vs. Mode, choose your character, then hold **L2 + R2 + SELECT** and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press **○**

Hsien-Ko's stage—Press **×**

Sakura's stage—Press **△**

Felicia's stage—Press **□**

Akuma's stage—Press **L1**

Devilot's stage—Press **R1**

Morrigan's stage—Press **Up**

Chun-Li's stage—Press **Down**

Ryu's stage—Press **Left**

Ken's stage—Press **Right**

Dan's stage—Don't press any button

SYNPHON FILTER

All Weapons + Infinite Ammo

During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2 + □ + ○** and press **X**.

Stage Select

During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT + □** and press **X**.

Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press **X**. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

Hard Difficulty

At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT + □ + ○** and press **X**.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too, will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button. Note: You must have earned all of these characters to perform any of the following tricks:

• Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

• Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• Punch-Out!! Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold **L1, R1, △, ○, START, SELECT** and **Up/Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

• Level Skip—Hold **R1** and tap **L1**, then fire a superzapper. The screen will clear and you will advance to the next stage immediately.

• Trippy Mode—Hold **L2 + R1 + △ + ×** and press **Up**. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.

High Score Trick

At the three-character High Score entry

screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TEN PIN ALLEY

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold **L1 + L2 + R1 + R2** on your controller and press **△, □, ○** or **X**; each button corresponds to a different taunt.

TENCHU: STEALTH ASSASSINS

Restore Health

Press **START** during the game to pause, then press **Left, Left, Down, Down, □, □, △, □** to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold **L1** and press **Left, Left, Down, Down, □, □, △, □**.

Unlock All Secret Ninja Tools

At the item select screen, hold **R1** and press **Left, Left, Down, Down, □, □, △, ○**.

Increase Item Inventory

At the item select screen, hold **L2** and press **Left, Left, Down, Down, □, □, △, ×**.

Ayame's Sexy Armor

At the item select screen, press **Left, Left, Down, Down, □, □, △, ○**.

Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down, □, □, △, ○**.

Enable Enemy Layout Selection Screen

At the "Select Stage" screen, hold **R1** and press **Left, Left, Down, Down, □, □, △, ×**.

Debug Mode

At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up, △, Down, ×, Left, □, Right, ○**. Next, release **L1 + R2** and press **L1, R1, L2, R2**, then press **START** to unpaue. Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2**. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TEST DRIVE 5

Secret Codes

Each of the following passwords can be entered as your name at the High Score screen in order to unlock different features:

N O L I F E—Enable three bonus cars in Single Race mode

V R S I X—Enable Cop Chase mode

R O N E—Unlock all hidden cars

A U X Y R A Y—Access a secret Fear Factory music video for the song "Replica"

TEST DRIVE OFF-ROAD 2

Unlock All Cars and Tracks

At the main menu, hold **SELECT** and press **L1, Left, L2, Right, L2, Left, L1, L1**.

Secret Cars

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles:

School Bus—Hold **SELECT**, press **L1, Up, L2, Down, Down, L2, L2, R2**

Ice Cream Truck—Hold **SELECT**, press **R2, L2, L2, Down, Down, L2, L2, R1**

Black Widow Truck—Hold **SELECT**, press **R1, L2, L2, Down, Down, Up, L2, L1**

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right**, then repeat that same sequence of buttons again. Now press the **X** button; when the game starts, a stage-select menu will appear.

THEME HOSPITAL

Level Passcodes

Level 2—**× ○ □ △ ○ □ ×**

Level 3—**○ ○ △ □ × △ ○ △**



Level 4—□△□□××△○
 Level 5—○△□□×△○□
 Level 6—□△□□×□×○
 Level 7—□△△○×□△○
 Level 8—×△□□△○□×
 Level 9—△□×△○×△□
 Level 10—○□×△□□×○
 Level 11—△○□□△□○×
 Level 12—○□××□□△△

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TOCA CHAMPIONSHIP RACING

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

- Enter "J H A M M O" to unlock all tracks, including the bonus track
- Enter "P A T S C R E E M" to access "TOCA Showdown" mode from the Race Menu
- Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
- Enter "C M S T A R S" for a starry sky background
- Enter "C M T O O N" for a cartoon background
- Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"
- Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"
- Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect)
- Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press ○ to fire its guns)
- Enter "C M M I C R O" to play in "Micro Machines mode" with an overhead view
- Enter "X B O O S T M E" to greatly increase the game's speed
- Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera angle

TOMB RAIDER

Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, ○, △, L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, △, R2, L2, L2, R2, ○, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons. Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards

jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

- All Weapons, Items & Ammo—L2, R2, R2, L2, L2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, L2. Lara will scream if you've entered the code correctly.
- Level Skip—L2, R2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, R2, R2, R2, L2. Lara will say "No" if you enter the code correctly.
- All Secrets—L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, R2, L2, L2, L2. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
- Racetrack Key (in Lara's Home)—R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
- Refill Health—R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, R2, L2, L2, L2. You'll hear Lara wince when you enter this code correctly.

TRAP GUNNER

Secret Codes

At the title screen, enter any of the following codes to unlock different features. You'll hear a sound to confirm each code:

- Alternate background music—○, R2, R1, △, X, □, Right, L2, L1, Up, Down, Left
- Bonus Character—L2, L1, Up, Left, Down, Right, □, X, ○, △, R1, R2
- Alternate Costumes—R2, R1, △, ○, X, □, Right, Down, Left, Up, L1, L2
- Extra Level—Press SELECT 12 times
- Change Traps—L2, R2, L1, R1, Up, △, Left, Right, □, ○, Down, X

TREASURES OF THE DEEP

Complete Code Collection

Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

- Refill air & health—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Up, Down, Left, Right, X, X
- Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, X, □, Up, Right, Down, Left
- Infinite health—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, X, X
- Max continues—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, L2, L2, L2, L2
- Turbo speed—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2
- All equipment—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, R2, R2, R2, R2
- All weapons—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2
- Reveal entire map—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, ○, X, ○

- No fines for killing endangered species—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R1, L2, L1
- Open all doors—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, ○, △, □
- Disable currents—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, L1, L2, R2, X
- Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, L1, L2, R1, R2, L1, L2
- Unlimited payload—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, Up, X, Down
- Get Atlantis tablet piece for current stage—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L2, L1, L2, □, ○
- Complete current mission—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, △, Down, Down, Down
- Access all missions—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, △, X
- All mission's complete—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, X, X, X, □, △, △, △, □, X, X, X
- Overhead Camera Angle—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, □, X, □
- Super Spear Gun—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, Up, △, Down
- Pass Through Objects—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, □, ○, ○
- Extra time in Shark Attack bonus stage—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY 99

Secret Stadiums

At the "Controllers" screen, press □ and access the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo-Vancouver and Anytown, USA.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

- △□□○—Warehouse District Warfare
- X□□○△—Freeway Free For All
- X△□○□—River Park Rumble
- X□△△△—Assault on Cyurbia
- △X○X—Rooftop Combat—The Final Battle
- △X○□△—Battle with Minion
- △○□□—Secret Level: The Fight of Your Life
- △_□□○—Infinite Weapons
- △X_○—Invincibility
- △X_—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

- Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up
- Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up
- Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will get infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your

inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

- Napalm—Right, Left, Up
- Freeze Burst—Left, Right, Up
- Drop Mine—Right, Left, Down
- Rear Attack—Left, Right, Down
- Shield—Up, Up, Right
- High Jump—Up, Up, Left
- Invisibility—Right, Down, Left, Up

Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full.

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

- Sweet Tooth—Up, L1, △, Right
- Minion—L1, Up, Down, Left

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

- "Assault on Cyurbia" stage from *Twisted Metal*—Down, Up, L1, R1
- "Rooftop Combat" stage from *Twisted Metal*—Down, Left, R1, Down
- "Suicide Swamp" stage from *Jet Moto*—Up, Down, Right, R1

TWISTED METAL III

God Mode

At any time during gameplay (not while paused), quickly press Up, Down, Up, Up, ○, Right, △, □, Up, Down, L2.

Temporary Invisibility

At any time during gameplay (not while paused), quickly press Up, Down, Left, Right.

Cheat Passwords

- L1, L1, R1, R1—Infinite Special Weapons
- ↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
- , ○, L1, L1, START—Play as Sweet Tooth in Tournament mode
- , →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
- ↑, START, ↓, L1, □—Play as Minion in Tournament mode
- ←, ←, ←, →, →—Play as Minion in Deathmatch mode
- START, START, START, START, START—Unlock memory card save option

VIGILANTE 8

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press ○ to call up the password menu, then enter any of the following cheat codes:

- W M N W L H T S C U C L H—Unlock all secret characters and levels
- M O N S T E R _ W H E E L S—Wheels are double size
- S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
- R E D U C E _ G R A V I T Y—Less gravity
- G O _ S I G H T S E E I N G—No enemies in Arcade mode
- I _ W I L L _ N O T _ D I E—Invincibility
- H A R D E S T _ O F _ A L L—More difficult enemies
- D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VR SPORTS POWERBOAT RACING

Secret Codes

Enter one of the following names at the "Name Entry" menu to get different effects



as follows:

DEFORM—Gives the racers huge heads
LARGE—Gives the boats huge motors
COMPACT—Makes the boats super tiny
LONGONE—Makes the boats longer
SPEEED—Makes your boat faster
HELP.ME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

WARCRAFT II: THE DARK SAGA

Cheat Passwords

Press the **START** button to pause the game at any time, then choose the "Enter Password" option from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

NTTCLNS—Instant mission victory
YPTFLWRM—Instant mission loss
TSGDDYTD—Enable "god mode"
GLTTRNG—Extra gold
HTCHTXNS—Extra lumber
VLDZ—Extra oil
VRYLTTL—Extra magic Mana
DCKMT—Upgrades
NSCRN—Show entire map
MKT—Fast building
THRCBNL—Instant scenario victory
NVRWNNR—Game never ends
Tides of Darkness: Human Passwords
HLLBRD—Mission 1
MBSHTM—Mission 2
HSTHS—Mission 3
TTCKNZ—Mission 4
HTLBRD—Mission 5
DNLGZ—Mission 6
GRMBTL—Mission 7
TYRHND—Mission 8
BTTLTD—Mission 9
PRSNRS—Mission 10
BTRYLN—Mission 11
BTTLC—Mission 12
SSLTNB—Mission 13
GRTPT—Mission 14

Tides of Darkness: Orc Passwords

ZLDR—Mission 1
RDTHLL—Mission 2
RCSHS—Mission 3
SSLTNH—Mission 4
RCTLBR—Mission 5
BDLND—Mission 6
FLFST—Mission 7
RNSTNT—Mission 8
RZNGFT—Mission 9
DSTRCT—Mission 10
DDRSSQ—Mission 11
TMBFSR—Mission 12
SGFDLR—Mission 13
FLFLR—Mission 14

The Dark Portal: Human Passwords

LLRSJR—Mission 1
BTLFR—Mission 2
NCMRNT—Mission 3
BYNDTH—Mission 4
SHDWSS—Mission 5
FLFCH—Mission 6
DTHWNG—Mission 7
CSTFBN—Mission 8
HRTFVL—Mission 9
BTLFHH—Mission 10
DNCFTH—Mission 11
BTRTS—Mission 12

The Dark Portal: Orc Passwords

SLYRFT—Mission 1
SKLLFG—Mission 2
THNDRL—Mission 3
RFTWKN—Mission 4
DRGNSF—Mission 5
NWSTRM—Mission 6
SSFZRT—Mission 7
SSLTNK—Mission 8
DPTMBF—Mission 9
LTRC—Mission 10
YFDLRN—Mission 11
PDRKP—Mission 12

Video Passwords

Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause menu:
CLM—New opening
TDPNNG—Tides of Darkness opening
HKHZMD—Tides of Darkness: Human Act II
NRTHLN—Tides of Darkness: Human Act III
RTNTZR—Tides of Darkness: Human Act IV
HTDVCT—Tides of Darkness: Human Victory
RCKHZM—Tides of Darkness: Orc Act II
QLTHLS—Tides of Darkness: Orc Act III
TDSFDR—Tides of Darkness: Orc Act IV
RCTDVC—Tides of Darkness: Orc Victory

DPPNNG—Dark Portal opening
DRNRTH—Dark Portal: Human Act II
HWRNTH—Dark Portal: Human Act III
HMSRFV—Dark Portal: Human Act IV
HDPVCT—Dark Portal: Human Victory
BRNNGF—Dark Portal: Orc Act II
RCGRTS—Dark Portal: Orc Act III
PRLDTN—Dark Portal: Orc Act IV
RCDPVC—Dark Portal: Orc Victory

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

□□_□□□□—Preview the Epilogues
□_□□□□—Check the Special Upgrades
△×_□□□□—Preview the Movies
×□□□□□—Kali Mode (Powered-Up Weapons)
□□□□□□—Thor Mode (9999 Flash Bombs)
△□□□□□—Infinite Weapons
□□□_×□□□—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

△□□□□□—Desert Level
△□□□□□—Pyramid Has Risen
△□□□□□—Desert is All But Done
□□□□□□—Canyon Level
□□□□□□—In the Canyon with Amber
□□□□□□—In the Canyon with Belle
□□□□□□—In the Canyon with Crystal
□□□□□□—Approaching Uma
×□□□□□—Airship Level
×□□□□□—Post-Transformation Airship
×□□□□□—Airship Rear Hanger is Open
□□□□□□—Volcano Level
□□□□□□—Volcano Boss is Active
△□□□□□—Gauntlet Level
△□□□□□—East Gauntlet Boss
△□□□□□—West Gauntlet Boss
△□□□□□—In with the Gatekeeper
△□□□□□—Stormland
△□□□□□—Above 1st Force Field
△□□□□□—Above 2nd Force Field
△□□□□□—Above 3rd Force Field
△□□□□□—Kreel's Door is Open
△□□□□□—Face-to-Face with Kreel

WCW NITRO

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

- Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
- Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**
- Swelling Head—**L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

- Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
- Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START, □** and **○** and press **X**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press **X**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

Secret Team

At the main menu, hold **L1 + R1 + SELECT** and press **X, X, X, X, ○, △, □**. The Piranha team will become available at the Team menu.

Access All Tracks

At the main menu, hold **L1 + R1 + SELECT** and press **□, ○, △, ○, □**. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press **△, △, △, ○, ○, ○**.)

Infinite Energy

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **△, X, □, ○, △, X, □, ○**.

Infinite Time

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **△, □, ○, X, △, □, ○, X**.

Infinite Weapons

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **X, X, □, □, ○, ○, △**.

Mini-Gun

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **□, ○, X, □, ○, X, △**.

Passwords

Enter the following passwords to access two new Race Type options:
Challenge I—**□□□□□□□□□□□□□□**
Challenge II—**□□□□□□□□□□□□□□**

Funny Ships

Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

- Invincibility—**R2, L1, R2, L2, R1**
- Charge Combo meter with one hit—**R1, L2, R2, L2, Right**
- Increase damage of each attack—**Up, Up, L1, L2, Down**
- Decrease damage of each attack—**Down, Up, L2, Right, Left**

Turn off computer control of opponents—**Left, Left, Up, Down, R2**

Automatic Superpins—**Down, Down, Down, Down, L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

- Invincibility—**X, △, R2, Up**
- Stop the Timer—**X, △, R2, Left**
- Super Strength—**X, △, L2, Down**
- Weaken Opponent—**X, △, L2, Right**
- Cancel Active Cheats—**□, ○, △, X**

Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press **□, X, ○, △**. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

X GAMES PRO BOARDER

Secret Passwords

- ×□×△□—Unlock all normal circuits
- △×□×△□—Play as Ollie B
- △×□×△□—Unlock Super Circuit and extra boarders

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press **△, △, Right, ○, L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

- "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

- ↓ ↘ + Punch—Ground Pound
- ↓ ↘ + Medium Punch—Shoulder Rockets
- ↓ ↘ + Fierce Punch—Drill
- ↓ ↘ + any button—Mace

Alternate Chun-Li Costume

Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter Alpha* costume.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**; you'll see a secret NECO comic strip.

Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.

A BUG'S LIFE

Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ADVENTURE ISLAND

Stage Select
At the title screen, after Higgins gets hit by the coconut, press **Right**, **Left**, **Right**, **Left**, **A**, **B**, **A**, **B** to access a "World Select Mode" menu.
Power-Ups
At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

AMAZING PENGUIN

Password
Level 37—9 1 6 3 2 8

A*MAZING TATER

Password
Floor 3—Y B T F 5 Z Z F T 2

ATOMIC PUNK

Password
Stage 50—B 0 M N D P B L 3 N C B 3 L 2 H 2 D J J

AVENGING SPIRIT

Hard Mode
At the title screen, push **Up**, **A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BATMAN

Sound Test
At the title screen, hold the D-pad in the **Up/Right** position and press **START** to access a sound test menu.

BATTLE ARENA TOSHINDEN

Text Debug Mode
When the Takara logo appears at the start of the game, press **B**, **A**, **Left**, **Right**, **B**, **A**, **Down**, **Up**, **B**, **A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up**, **Down**, **A**, **B**, **Right**, **Left**, **A**, **B**. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLE BULL

Password
Level 48—\$ F **

BATTLE UNIT ZEOTH

Stage Select + Invincibility
At the title screen, hold **Down** on the D-pad and press **A** + **B** simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code re-

peatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads
At the title screen, hold **Down**, **A** and **B**, then press **START**. You'll start the game with five lives instead of three.

BILL & TED'S EXCELLENT ADVENTURE

Passwords
Adventure 2: New Mexico 1879, 555-4239
Adventure 3: Ancient Greece 410 BC, 555-6767
Adventure 4: Medieval England 1456, 555-8942
Adventure 5: San Dimas 1,000,000 BC, 555-4118
Adventure 6: Shopping Mall, 555-8471
Adventure 7: School Room, 555-2989

BIONIC COMMANDO

Re-equip
To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.
Password to Final Boss
●—B1, E1, F1, F2, C3, F3, A4, D4, E4
▲—A2, D2, A3, E3, B4, F4
■—A1, C1, D1, B2, E2, B3

BLADES OF STEEL

Sound Test
At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **B**, **A**, **START**.

BOOMER'S ADVENTURE IN ASMIK WORLD

Stage Select
Enter the password ANCIEN to access a stage-select menu.

BOXXLE

Passwords
Level 1, Room 10—B ♠ X W
Level 2, Room 10—D ♠ X X
Level 3, Room 10—G ♠ X Y
Level 4, Room 10—H ♠ X Z
Level 5, Room 10—J ♠ X !
Level 6, Room 10—K ♠ X ?
Level 7, Room 10—L ♠ X 0
Level 8, Room 10—M ♠ X 1
Level 9, Room 10—N ♠ X 2
Level 10, Room 10—P ♠ X 3
Level 11, Room 8—Q ♠ X T
See the Credits
At the title screen, hold **Up** + **A** + **B** until the names appear.

BOXXLE II

Password
Fifth Floor—0 K 8 4

BUBBLE BOBBLE

Password
Round 100—K Z 5 J

BUBBLE BOBBLE PART 2

Stage Select
Enter 5 ▶ V as your password, then press the **START** button. A stage-select menu will appear on the title screen.

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords
Stage 5—S T B X 4 R

Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V 8 K
Stage 45—D S L 2 8 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—7 D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 9 L 8 D H

BURAI FIGHTER DELUXE

Passwords
Stage 2—H G K M
Stage 3—C P F G
Stage 4—J J C M
Stage 5—D K L F

CARROT CRAZY

Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CASTLEVANIA II: BELMONT'S REVENGE

Start with 9 Lives
Enter the password Candle, Candle, Heart, Heart.
Hard Mode
Enter the password Blank, Eyeball, Blank, Eyeball.
Sound Test
Enter the password Heart, Heart, Heart, Heart.

CHASE H.Q.

Stage Select
At the title screen, hold **Down**, **A** and **B** and press **START**. Use the **A** and **B** buttons to change your starting stage.

COLLEGE SLAM

Power-Up Codes
Perform each of the following cheats at the "Tonight's Match-Up" screen.
Shot Percentage display: Press **Down**, **B**, **Up**, **Up** and **Down**.
Powerup 3-Pointers: Press **Down**, **Up**, **Up**, **Down**, **Left**, **Right**, **Left**.

CONTRA: THE ALIEN WARS

Stage Skip
Enter the password H2F2, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

DAEDALIAN OPUS

Stage Select
Enter the password "ZEAL" to access a stage-select menu.

DICK TRACY

Passwords
Stage 2—4 9 7 3 0
Stage 3—6 4 6 0 8
Stage 4—5 9 7 1 5
Stage 5—5 6 1 1 5

DONKEY KONG LAND II

47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A**, **B**, **A**, **B**, **A**, **B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords
Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—B V D V S C

ELEVATOR ACTION

Bonus
When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:
Digit 0 or 1: Shotgun
Digit 2 or 3: Machine Gun
Digit 4 or 5: Pistol
Digit 6 or 7: Grenade
Digit 8 or 9: Heart

FACEBALL 2000

Secret Rooms/Level Warps
When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25.
If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)
Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.
Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65.
Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

TIPS & TRICKS Reader Art Gallery



by Daniela Manfredi,
Panama City, Panama



by Louis Hart,
Phoenix, AZ



by Michael Agens,
Louisville, KY



by Donna Dung,
W. Springfield, MA

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold **SELECT + B** and press **START**.

FIST OF THE NORTH STAR

Password

Last Stage—X K P 7 2 Q N V H R J G U 5

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

GAME BOY CAMERA

Secret Game

Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and *"DJ"* items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the *"Credits"* option; instead of the dancing man, you can now see the real credits sequence.

Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the *"Record"* screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from another Game Boy Camera that shows the male symbol ♂ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* mini-game.
- Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
- Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
- Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
- Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
- Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.

Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight *"SE"* and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
- If you highlight *"SE"* and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
- If you highlight *"Tempo"* and hold **Left** on the D-pad, the music will play in reverse.

Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the *"Trippy-H"* synthesiser screen, make sure the *"Sound I"* tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note that the Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to keep records of your favorite songs or to exchange music data with your friends.

Flip the Stamps

When using the *"Stamp"* function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the **A** button at the right time, the stamp will remain flipped over on the screen.

Change Speed

At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the *"View"* menu. You can also change the speed of the *"Slide Show"* by pressing **Up** or **Down**.

GAME BOY PRINTER

Secret Message

Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters

At the code screen, press **A, Left, Left, A, B, Right, Right, B**. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

Secret Messages

To read secret messages from the Game Genie designers, enter any of the following codes at the code screen:

- **Up, Down, Left, Right**
- **Right, Up, Down, Up, Left, Up, Down, Up**
- **B, A, B, Right, Left, Down, Up**
- **A, A, A, A, B, B, B, START**
- **Right, Left, Right, Left, Down, Down, Up, Up**
- **A, B, A, B, A, A, SELECT**
- **B, A, Left, Right, SELECT**
- **Up, Up, A, B, A, Down, Down**

GEX: ENTER THE GECKO

Password

Choose *"Password"* from the main menu and enter the following code:

↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ → ←
← ↓ ↓ → →

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

GODZILLA

Sound Test

Start a new game, then hold **A + B + START** and press **SELECT**. A sound test menu will appear.

THE HUNT FOR RED OCTOBER

Stage Select

At the title screen, press **B, SELECT, Left, Right, START** to access a *"Starting World"* menu.

Start With 25 Missiles

At the map screen, while your course is being shown, hold **A + B** and press **Up, Down** to start that stage with extra missiles.

Start With 25 Subs

At the map screen, while your course is being shown, hold **A + B** and press **SELECT, Up, Down** to start that stage with extra submarines.

IRON MAN/X-O MANOWAR

IN HEAVY METAL

Passwords

Stage 1—T Y C K P Q
Stage 2—T J Y P D F
Stage 3—Z X C V B M
Stage 4—K D Z C P L
Stage 5—M G H Q Z S
Stage 6—S P L H R J
Stage 7—Y P M B C K
Stage 8—S D W Z C M
Stage 9—D P W M Q Z
Stage 10—L K L P D X
Stage 11—X C S Q S S
Stage 12—M P Q P R Y
Stage 13—J K R T S C
Stage 14—D X C M G H
Stage 15—L P J K H X

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the *"Your Name"* entry screen appears, enter *"BJACK"* to play Blackjack, *"BACCR"* to play Baccarat or *"REDOG"* to play Red Dog.

JUDGE DREDD

Stage Select

At the title screen, press **A, Left, Right, Left, Right, B**, then press **START**. A stage-select menu will appear.

THE JUNGLE BOOK

Cheat Menu

Press **SELECT** to access the options menu, then highlight the *Music/Effects* test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press **Up, Down, Left, Up, Down, Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KIRBY'S DREAM LAND

Hidden 1-Ups

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

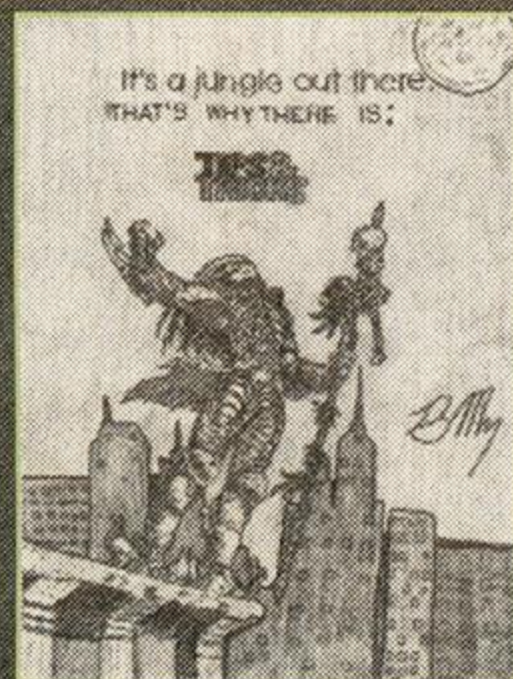
Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

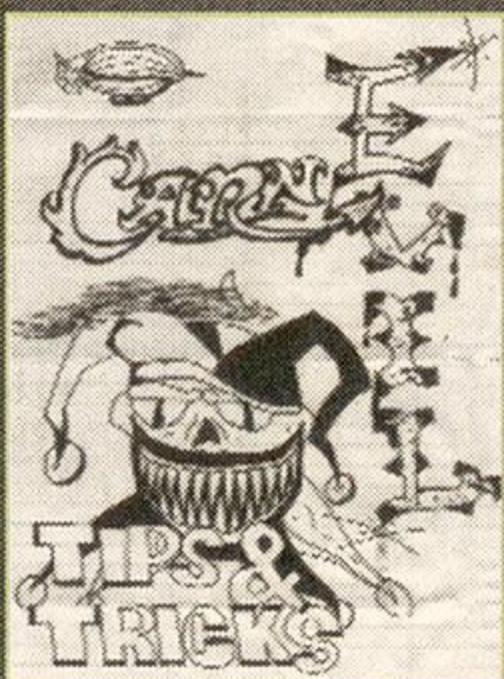
THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.



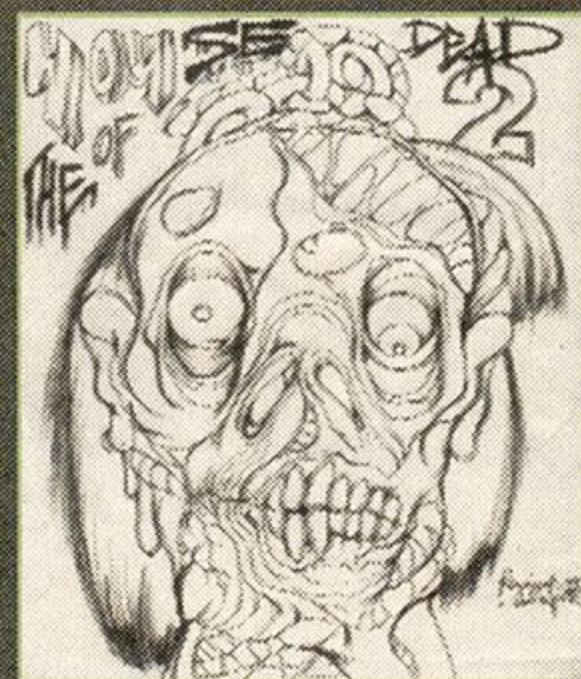
by Branden Maehr,
Santa Margarita, CA



by Mark Taylor,
Killeen, TX



by Zach Szymanski,
Stevens Point, WI



by Reginald M. Gipson,
Union, NJ

LOCK N' CHASE

Extra Mode

When the word "Start" appears at the title screen, press A, A, B, B, A, B, B; you'll hear a signal to confirm and the word "Extra" will appear in the corner of the screen. Press START and you'll begin the game at Stage 7-1.

MEGA MAN IN DR. WILY'S REVENGE

Passwords

Cut Man defeated—A1, B3, C4, D3, D4
Elec Man defeated—A2, A4, B3, D1, D2
Ice Man defeated—A1, A2, B2, B3, D4
Fire Man defeated—A1, B1, B2, C4, D2
Fire Man and Cut Man defeated—A2, B2, C3, D1, D3
Fire Man, Cut Man and Elec Man defeated—A3, B2, B3, B4, C4
Dr. Wily's Castle—A2, A3, B4, C2, C3

MEN IN BLACK: THE SERIES

Access Codes

Manhattan—2 7 1 0

Sewers—1 8 0 7

Aerodrome—0 3 0 9

Rooftops—2 7 0 5

Forest—3 1 0 7

Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Fordon to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke.

Secret Character: Jade

Watch the "Battle Plan" that shows who

your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

1) Highlight the first icon box, press Up once.
2) Highlight the second icon box, press Up nine times (or Down once).

3) At the third box, press Up twice.

4) At the fourth box press Up twice.

5) At the fifth box press Up three times.

6) At the last box press Up four times.

You'll get a message to confirm proper entry of each code:

1 9 2 - 2 3 4—Unlock Reptile

2 0 5 - 2 0 5—Fight against Reptile

1 0 0 - 1 0 0—Throwing disabled

0 2 0 - 0 2 0—Blocking disabled

6 8 8 - 4 2 2—Dark Kombat

9 8 5 - 1 2 5—Psycho Kombat

3 3 3 - 3 3 3—Randper Kombat

0 0 0 - 7 0 7—Computer starts with 1/4 life

7 0 7 - 0 0 0—Player 1 starts with 1/4 life

NBA JAM

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Juice Mode—Tap any button 14 times, then hold A and B until the tip-off.

Power-Up Dunks—Tap any button ten times, then hold Down and A until the tip-off.

Power-Up Fire—Tap any button seven times, then hold Down and Left on the D-pad until the tip-off.

Power-Up Turbo—Tap any button 15 times, then hold Up and B until the tip-off.

Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F, press Up, A and B to enter the last letter.

Sal DiVita: Enter the initials SD, highlight the letter T, press Down and B to enter the last letter.

Mark Turmell: Enter the initials WI, highlight the letter M, press Left and B to enter the last letter.

Air Dog: Enter the initials JA, highlight the letter T, press Up and B to enter the letter M.

Chow Chow: Enter the initials AM, highlight the letter Q, press Down, A and B to enter the letter X.

Weasel: Enter the initials MA, highlight the letter U, press Up, START, A and B to enter the letter N.

NBA JAM TOURNAMENT EDITION

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—Left, Left, Left, Left, A, Right

High Shots—Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Slippery Court—A, A, A, A, A, Right, Right, Right, Right, Right

Display Shot Percentage—Up, Up, Down, Down, B

Power-Up 3-Pointers—Up, Down, Left, Right, Left, Down, Up

Power-Up Goaltending—Right, Up, Down, Right, Down, Up

Power-Up Dunks—Left, Right, A, B, B, A

Power-Up Fire—Down, Right, Right, B, A, Left

Max. Power—Right, Right, Left, Right, B, B, Right

Powerup Offense—A, B, Up, A, B, Up, Down

Powerup Push—Down, Right, A, B, A, Right, Down

Powerup Turbo—B, B, B, A, Down, Down, Up, Left

Powerup Speed—Up four times, Left four times, B, A

NEMESIS

Power-Up Cheat

During the game, press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be upgraded with all of the weapon power-ups in the game. Note: This code works only once per stage.

NFL BLITZ

Passwords

Play as the Midway Blitzers—0 6 2 6 7 5 4 5

Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4

Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo—START, START, START, START, START, B, A, A, A, Up

No Fumbles—START, START, START, START, B, B, A, A, A, Down

Invisible Receiver—START, START, START, START, B, B, B, A, A, A, Up

No Pointer—START, START, START, B, B, B, A, A, A, Left

Start in Overtime—A, A, A, A, A, A, Up

Parking Lot Field—START, START, START, B, B, A, A, A, Down

Space Field—START, START, A, A, Right

Night Game—START, START, B, B, A, A, Right

Predator Mode—START, START, START, START, START, B, B, B, B, A, Up

NINJA BOY

Continue

You can continue from the last stage you were on by hold the A button and pressing START.

OPERATION C

Start With Ten Men

After the title screen appears, press Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, START.

Stage Select

After the title screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.

PITFALL: BEYOND THE JUNGLE

Passwords

Underground Caverns—F L T Y W T R S

The Volcano—G N G D W N

The Prison—B N G D N S D

The Scourge—S W P N G B L W

POCAHONTAS

Passwords

Stage 2—K P G X H 4 T 8

Stage 3—C M Q Z B 6 R 1

Stage 4—J W D L F 7 K 5

Stage 5—T G N D X 3 V 9

Stage 6—H F S B D 2 M 6

Stage 7—Q Z J R L 1 W 4

Stage 8—B P X C V 7 Z 3

Colors of the Wind—S D L F T 8 G 2

Stage 9—R W H J X 9 Z 5

Stage 10—M V N G B 4 C 6

Stage 11—K C Q T D 3 W 1

Stage 12—T B P R G 5 H 8

Stage 13—Q F C M X 2 B 9

Stage 14—V D H K S 6 L 7

Stage 15—B N J H Z 1 R 9

POPEYE 2

Secret Menu

While the words "Push Start" are flashing at the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up. A secret menu called "Popeye 2 Music Island" will appear. Use Up or Down and the A button to sample the game's music, or use Left or Right and B to hear any of the game's sound effects. The "Round" setting is a limited stage-select; press SELECT to change the number, then press START to begin at any of the following stages:

00—Round 1-1

01—Round 1-2

02—Round 1-3

03—Round 1-4

04—Round 1-1

05—Round 2-2

06—Round 2-3

07—Round 2-4

PRINCE OF PERSIA

Passwords

Level 2—0 6 7 6 9 0 7 5

Level 3—2 8 6 1 1 0 6 5

Level 4—9 2 1 1 7 0 1 5

Level 5—8 7 0 1 9 1 0 5

Level 6—4 6 3 0 8 1 3 5

Level 7—6 5 9 0 3 1 9 5

Level 8—7 0 9 1 4 1 9 5

Level 9—6 8 8 1 3 6 8 5

Level 10—0 1 4 1 4 6 5 4

Level 11—3 2 7 1 0 7 4 4

Level 12—2 6 6 1 4 7 7 4

Battle with Jaffar—9 8 1 1 9 4 6 4

Ending—8 9 0 1 2 4 1 4

Q*BERT

Hidden Movie

At the title screen, press Right, Up, B, A, Down, Up, B, Down, Up, B.

RAGING FIGHTER

Character vs. Same Character

Each of the following codes should be entered at the title screen:

Press Up, Up, Down, Down, Left, Right, Left, Right, B, B to play against the same character (same color) in a one-player game.

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A to play against the same character (alternate color) in a one-player game.

Press Up, Up, Down, Down, Left, Right, Left, Right, A, A to play against the same character (same color) in a two-player game.

Press Up, Up, Down, Down, Left, Right, Left,

TIPS & TRICKS Reader Art Gallery



by Carmello Vasquez Bueno, Waukegan, IL



by Vinh Ly, Philadelphia, PA



by Daniel Owens, Franklin, TN



by Carlos Vasquez, Morgan Hill, CA

91



ANDRETTI RACING

Secret Options Menu

During a race, press **START** to pause, then highlight the "Race Statistics" option, hold **R** and press **A** or **C**. A special options menu will appear; this one allows you to modify 12 different gameplay parameters, including your car's downforce, the speed of your opponents' cars and much more.

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". The menu items are all in Japanese, but it's not too hard to figure out how it works.

BURNING RANGERS

Special Passwords

Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the "voice navigation" system replaced by *Burning Rangers* music:

Play as Shou, Mission 1—G 2 S H O U 2 J K Y
Play as Shou, Mission 2—3 S H O U 5 G H J K
Play as Shou, Mission 3—G F G F 5 S H O U 5
Play as Tillis, Mission 1—N M 3 T I L L I S 5
Play as Tillis, Mission 2—B 5 T I L L I S 2 D
Play as Tillis, Mission 3—5 T I L L I S 4 K L
Play as Lead Phoenix, Mission 1—G S 4 L E A D 2 Z U
Play as Lead Phoenix, Mission 2—J 5 L E A D 4 X G A
Play as Lead Phoenix, Mission 3—2 L E A D 6 D H U Y

Play as Big Landman, Mission 1—3 B I G 2 B P L C K
Play as Big Landman, Mission 2—V Z 5 B I G 5 P G W
Play as Big Landman, Mission 3—J 6 B I G 3 O J Y S

Play as Chris, Mission 1—D H 5 C H R I S 5 H
Play as Chris, Mission 2—K 3 C H R I S 4 A S
Play as Chris, Mission 3—A D G 2 C H R I S 5
Play as Iria Klein, Mission 1—K B 3 I R I A 5 K F
Play as Iria Klein, Mission 2—H T L 2 I R I A 5 0
Play as Iria Klein, Mission 3—G H J K 3 I R I A 2

Movie Passwords

Enter any of the following passwords to see the different video sequences from the game:

MOVIETESTA
MOVIETESTB
MOVIETESTC
MOVIETESTD
MOVIETESTE
MOVIETESTF
MOVIETESTG
MOVIETESTH
MOVIETESTI

Voice Test

To access a secret sound test menu that allows you to hear any of the "Voice Navigation System" samples from the game, enter the password "N A V I X X T E S T". When the menu appears, press **C** to change the group of voice

samples, press **Up** or **Down** to change the sample number—or **Left** and **Right** to skip ten samples at a time—and press **A** to hear each sample.

CLOCKWORK KNIGHT 2

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

CROC: LEGEND OF THE GOBBOS

Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold **X + Y + Z**; after a few seconds, the words "Enter Password" will appear. Now press **Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right**; you'll start the game with all stages unlocked and all Gobbos and puzzle pieces collected.

DAYTONA USA

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad in the **Down/Right** position, hold **L + R + C + Y** and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two

more "vehicles" called "Horse 2", horses that are being followed by baby horses.

DOOM

Cheat Codes

Press **START** during the game to pause, then enter any of the following cheat codes:

- All Powerful Mode—**Down, Y, X, R, Right, L, Left, B**
- Lots of Goodies (weapons & ammo)—**B, Y, X, L, R, C, X, Z**
- Map All Lines On—**B, B, C, Left, B, B, C, Right**
- Map All Things On—**B, B, C, Right, B, B, C, Left**
- Level Warp—**Right, Left, Z, R, Z, L, Z, C** (when the Level Warp menu appears, choose any stage and press **C** to warp there.)

DUKE NUKEM 3D

Invincibility

During the game, press **START** to pause, then press **X, Z, Z, X, Y, X, Y, Z, Y**. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items

During the game, press **START** to pause, then press **Z, X, X, Z, Y, Z, Y, X, Y**. All of the game's weapons and items will be in your inventory.

Stage Select

At the main menu—the one that says "New Game/Load Game" etc.—press **X, Y, Z, Z, Y, Z, Y, X, Y**; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game"; the stage-select menu will appear after you choose a difficulty level.

No Monsters

At the "select Skill" menu, press **Z, Z, X, X, Y, X, Y, X, Z**; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

THE HOUSE OF THE DEAD

Infinite Ammo

During the game, hold **L + R** and press **Y, Y, Y**; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon.

Score Display

During the game, hold **L + R** and press **X, X, X**; your score will appear on the screen. To remove it, just enter the same code again.

Secret Characters

Choose "Saturn" mode from the main menu; when the character select menu appears, hold **L + R** and press **Up, Down, X, Y, Z**; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the researchers.

Cheat Menu

At the main menu—the one that says "Arcade/Saturn/Boss Mode" etc.—press **L, R, L, L, R**; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold **L + R** and press **START, A** or **C**. If you chose "Arcade" mode, the cheat menu will appear; if you chose "Saturn" mode, you must continue to hold **L + R** when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage, become invincible (set "Lives" to "Infinite") or even change the color of the enemy characters' blood.

THE LEGEND OF OASIS

Two-Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press **Z** to open the Weapon Select

window, then hold the **L** button and press **X**. A duplicate of Leon will appear; he's controlled by Player 2. To get rid of him, just enter the code again.

THE LOST WORLD: JURASSIC PARK

Secret Ending

Enter the password "A Y X Y Y Z Y A Y X Y" to see the ending that appears if you complete the game with all of the DNA keys.

Gallery Passwords

Compy Gallery—A Y X Y X X Z Z Z Y Y
Hunter Gallery—A X X Y A Y X Y Y X Y
Raptor Gallery—X Z X Y X Y Y Z X Y Y
T-Rex Gallery—Y X X Y X Y Y A Y X Y
Prey Gallery—Y Z X Y Z A X Y A A X Y

Stage Select

Enter the password "X A X Y Y Y Y Z X Y Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Select" option.

MADDEN NFL 98

Secret Teams

Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:

PAC ATTACK—All '60s team
STEELCURTAIN—All '70s team
GOLD RUSH—All '80s team
COACH—All-Time All-Madden team
LEADERS—All-Time Stats Leaders team
ORRS HEROES—EA Sports team
LOIN CLOTH—Tiburon Entertainment team

Secret Stadiums

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:

SNAKE—Oakland Alameda County Coliseum
DANDAMAN—Joe Robbie Stadium
DAWGPOUND—Municipal Stadium
JETSONS—Astrodome
SHARKSFIN—Tiburon Sports Complex
OLDDC—RFK Stadium
BIG SOMBRERO—Tampa Stadium
GHOST TOWN—"Old West" Stadium

MAGIC KNIGHT RAYEARTH

Alternate Introduction

Hold **X + B + Z + L + R** and turn the Saturn on with *Magic Knight Rayearth* inside; you can let go after the animated introduction begins. You'll get an alternate intro with funkier music.

MANX TT SUPERBIKE

Secret Bike

Choose Arcade Mode from the main menu. When the Transmission Select screen appears, highlight Automatic or Manual, then press the **Y** button and wait for the timer to run out. When the race starts, your racer will be wearing different clothes and riding a gray bike.

Access Superbike Mode

At the main menu—the one that says "Arcade/Saturn/Time Trial" etc.—press **X + Y + Z + L + R** simultaneously; you'll hear a shout to confirm the code. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't previously qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Trial modes.

TIPS & TRICKS



by Audrey Whitman,
Korea

Reader Art Gallery



by Jesus J. Medrano,
El Paso, TX



by Michael Truesdale,
Buffalo, NY



by Lawrence Ha,
Tacoma, WA

**Sheep Mode**

Choose any game mode. When you are asked to select your transmission type, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Z**, **Y**; you'll hear a sheep say, "Baaa!" (Note: When playing in Arcade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike—and all of your opponents—have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

MARVEL SUPER HEROES**Alternate Colors**

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press **Down**, **Down**, then press and continue to hold **A**, then **B**, then **C** (you should still be holding **A** and **B** when you press **C**)

- Thanos—Press **Up**, **Up**, then press and continue to hold **Z**, then **Y**, then **X** (you should still be holding **Z** and **Y** when you press **X**)
- To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press **Down**, **Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **A**, then **B**, then **C** (you should still be holding **Down** + **A** + **B** when you press **C**)

- Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **Z**, then **Y**, then **X** (you should still be holding **Up** + **Z** + **Y** when you press **X**)

No Gem Mode

To play without the use of the Infinity Gems in two-player mode, both players should press **L** + **R** after choosing their characters and continue to hold them down until the fight begins; the message "No Gems" will appear at the bottom of the screen.

MAXIMUM FORCE**Arcade Mode**

Choose "Options" from the title screen; when the Options menu appears, press **X**, **Y**, **X**, **X**, **Y**, **X**, **X**, **Y**, **X**, **X**, **Y**; you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked;" now the game will play exactly like the arcade version without the special modifications that were included in the home versions.

MEGA MAN 8**ANNIVERSARY COLLECTOR'S EDITION****View Animation**

At the main menu, highlight "Bonus Mode", hold the **L** and **R** buttons and press **START**.

When the Bonus Mode menu appears, you'll find a new option called "Animation" that allows you to see any of the game's animated intermission scenes.

MEGA MAN X4**Alternate MegaMan X**

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the **B** button twice, press **Left** six times, then hold **L** + **R** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R** button, press **Right** six times, release **R**, hold **B** and press **START**. When the game begins, Zero's costume will be black instead of red. This code has no effect on gameplay.

MORTAL KOMBAT II**Cheat Menu**

When the "story" screens appear during the introduction sequence, press **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**, **B**, **Y**, **C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and unlocking secret characters.

MORTAL KOMBAT TRILOGY**Stage Select**

At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal. Now choose your fighter; before the match begins, a menu will appear that allows you to choose the arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold **L** + **R** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" cheat menu at the Options screen.

NASCAR 98**Secret Vehicle**

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, use the "Select Car" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the **C** button and press **Up**, **Down**; the car will change into a tow truck.

Secret Options Menu

During a race, press **START** to pause, then highlight the "Race Statistics" option, hold **L** + **R** + **X** and press **A** or **C**. A special options menu will appear; this one allows you to modify 11 different gameplay parameters, including your car's horsepower, the speed of your opponents' cars and much more.

PANZER DRAGON SAGA**Fun with Zwei**

If you own a copy of *Panzer Dragoon II Zwei*

and *Panzer Dragoon Saga*, there are some cool things you can do with your saved game files as follows:

- If there is a saved game of *Zwei* in your Saturn's backup memory, you will start *Saga* with one hundred Dyne for every hour you clocked in playing *Zwei*; e.g. if you've played *Zwei* for five hours, you'll start *Saga* with 500 Dyne.
- If there is a saved game of *Zwei* in your Saturn's backup memory, you will be able to obtain a music box from the girl outside Vaiman's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Access it to hear the theme from *Zwei*.
- Load up any of the four *Saga* discs. Next, open the Saturn without turning it off and replace the *Saga* disc with your *Zwei* disc. When you load up *Zwei*, you will see the opening movie of the first *Panzer Dragoon* game instead of the usual *Zwei* intro.
- If you have a saved game of *Saga* in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of *Zwei*.

RAMPAGE WORLD TOUR**Stage Select**

When the game is loading, you'll see a black screen with messages that say "Internal memory will be used for autosave" and "Press **START**." When this screen appears, quickly hold **X** + **Y** + **Z** and press the **L** button; the words "Cheats enabled!!" should appear. Now start a game; when the name of the next city appears on the screen with the "Day" number at the bottom, use the D-pad to select a different city before the "Now Loading" message appears. Press **Up** or **Down** to cycle through the different countries and press **Left** or **Right** to change cities; you can even access all of the secret stages.

RESIDENT EVIL**Battle Mode**

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having finished the game, hold **X** + **Y** + **Z** and press **START** on Controller 2 while the words "PRESS **START** BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode.

Alternate Uniforms

Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"—hold the **L** and **R** buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly button.

SONIC 3D BLAST**Cheat Mode**

At the title screen—while the words "Press **Start**" are flashing—hold the **C** button and press **START**. Now start the game; to use a cheat, just press **START** to pause the game and press any of the following buttons:

- A**—Skip ahead one stage
- B**—Skip ahead three stages
- C**—Skip to Panic Puppet Zone, Act 3
- X**—Add one extra life
- Y**—Add one extra medal
- Z**—Earn all Chaos Emeralds

SONIC JAM**Automatic Movie Playback**

Choose "Sonic World" from the main menu, then enter the Movie Theater. When the movie menu appears, highlight any of the available movies, hold **X**, **Y** or **Z** and press **A** or **C**. After the movie you chose is finished, you'll see all of the other movie scenes from the Movie Theater menu, one after another, without returning to the menu after each one. Press **START** to exit.

SONIC R**Duplicate Character Trick**

To have both players choose the same character in two-player mode, both players should highlight that character, hold the **X** button and press **A**, **C** or **START**.

STREET FIGHTER COLLECTION**Street Fighter Alpha 2 Gold: Play as Cammy**

To access Cammy in *Street Fighter Alpha 2 Gold*, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy in "Versus" or "Training" mode by highlighting M. Bison at the character-select screen and pressing the **START** button twice.

THREE DIRTY DWARVES**Stage Select**

Choose "Options" from the title screen; then, when the option menu appears, press **L** + **R** simultaneously to access a password screen. Enter the password "MOSHOLU"; the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

TOMB RAIDER**Stage Skip**

During the game, press **START** to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press **Z**, **Y**, **Z**, **Y**, **X**, **X**, **X**, **START**; you'll hear Lara moan to confirm the code. Now press **A**; instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3**Free Play**

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

Cheat Menu

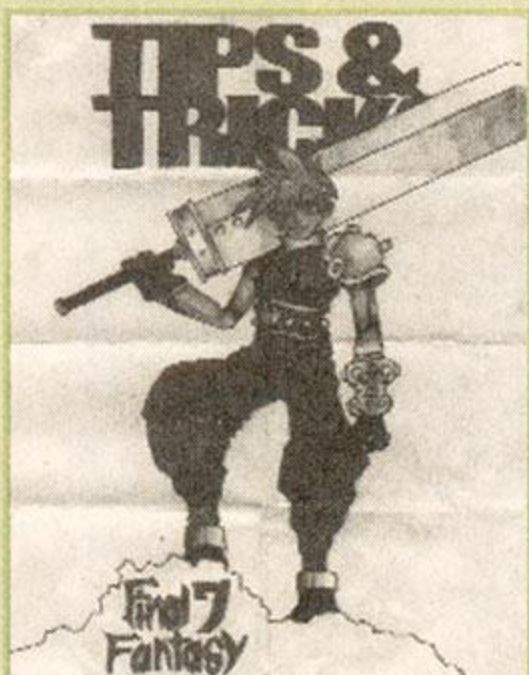
When the main title screen appears (with the purple skulls in the background) quickly press **C**, **R**, **A**, **Z**, **Y**, **C**, **Y**, **R**, **A**, **X**. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press **Up**; a secret "?" option will appear. Press any button to find the secret "Cheats" menu.

VIRTUA FIGHTER 2**Gold and Silver Dural**

To play as silver Dural, highlight Akira and press **Down**, **Up**, **Right**, then **A** + **Left** simultaneously. To select gold Dural, highlight Lion and press **Down**, **Up**, **Left**, then **A** + **Right**.



by T.K. Keo,
Modesto, CA



by Daniel Shoenecker,
Florence, SC



by Christian Ortega,
Los Angeles, CA



by Justin Dunn,
Pittsburgh, PA



ALPINE SURFER

Secret Character

Insert your tokens or quarters. (Some machines may send you to the Mode Select screen automatically; if not, press **START**.) Next, press and hold the Left and Right **SELECT** buttons and press **START** seven times. You should hear a chirp; now you're playing as the hidden penguin character.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too! You'll know you've entered a code properly if you hear the announcer say, "Lights out, baby!" when you've finished entering the PIN number.

Mark Turmell—TURMEL—0322
Sal DiVita—SAL—0201
Jason Skiles—JASON—3141
Jennifer Hedrick—JENIFR—3333
Dan Thompson—DANIEL—0604
Jeff Johnson—JAPPLE—6660
John Root—ROOT—6000
Luis Mangubat—LUIS—3333
Mike Lynch—MIKE—3333
Jim Gentile—GENTIL—1111
Dan Forden—FORDEN—1111
???—VAN—1234
Headless Guy—CARLTN—1111
Thug—THUG—1111
Skull—SKULL—1111
Robotron Brain—BRAIN—1111
Demon Shinnok—SHINOK—8337
Raiden—RAIDEN—3691

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-1-Right) press **TURBO** once, **JUMP** four times, **PASS** once, then point the joystick to the **Right**. A message will appear on the screen to confirm each code. Note: Codes marked with a "*" will not work in a two-player game unless both players enter the code.

Show Field Goal %—0-0-1-Down
Tournament Mode (in 2-Player game)—1-1-1-Down
• No CPU Assistance—0-1-2-Down
• Show More Field—0-2-1-Right
Big Head—2-0-0-Right
Team Big Heads—2-0-3-Right
Huge Head—0-4-0-Up
Team Big Players—1-4-1-Right
Team Tiny Players—3-1-0-Right
Big Football—0-5-0-Right
Fog On—0-3-0-Down
Thick Fog On—0-4-1-Down
Hide Receiver Name—1-0-2-Right
• No Play Selection—1-1-5-Left
No Punting—1-5-1-Up
No First Downs—2-1-0-Up
Allow Stepping Out-of-Bounds—2-1-1-Left
No Random Fumbles—4-2-3-Down
No Interceptions—3-4-4-Up
Infinite Turbo—5-1-4-Up

Fast Passes—2-5-0-Left

Powerup Blockers—3-1-2-Left

• Powerup Speed—4-0-4-Left
Powerup Defense—4-2-1-Up
Powerup Teammates—2-3-3-Up
Super Field Goals—1-2-3-Left
Super Blitzing—0-4-5-Up
Smart CPU Opponent (in 1-Player game)—3-1-4-Down

BLITZ 99

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

Brian LeBaron—GRINCH—0222
Paulo Garcia—PAULO—0517
Alex Gilliam—LEX—7777

Note: All of the "Secret Character" codes from the original *Blitz* will also work in *Blitz 99* except "VAN—1234".

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction as described above for the original *Blitz*. Note: Codes marked with a "*" have no effect unless you're in a multiplayer game with two players controlling the same team.

Secret Plays—3-3-3-Down

• Always QB—2-2-2-Left
• Always Receiver—2-2-2-Right
• Cancel Always QB/Receiver—4-4-4-Up

Note: All of the match-up screen codes from the original *Blitz* will also work in *Blitz 99*.

CARNEVIL

Party Hat Mode

At the stage-select screen, choose the Haunted House stage, then pump the shotgun five times before the stage starts. This trick puts the Haunted House stage into "Party Hat Mode;" you'll see that the zombies and other characters will have crazy hats and even afros on their heads!

DAYTONA USA 2: BATTLE ON THE EDGE

Reverse Tracks

At the Circuit Selection screen, hold the **START** button and step on the accelerator.

Time Lap Mode

At the Transmission Selection screen, hold the **START** button and step on the accelerator.

FIGHTING VIPERS

Secret Surprise

Play the game as Candy (a.k.a. Honey) in two-player mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Candy's lower-body armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor this way.

GAUNTLET LEGENDS

Secret Code

To play as Pojo the chicken, enter "EGG" as your initials and "911" as your numeric password.

GUNBLADE N.Y.

Special Attacks

• During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact.

• After you defeat the boss character in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears.

Multiple Endings

• If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.
• If you finish either course without continuing, a group of butterflies will fly by.
• If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship.

THE HOUSE OF THE DEAD

Special Endings

• If you save all of the innocent bystanders in the game from being killed, you'll enter a secret power-up room just after the limestone cave in the final stage.
• If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.
• If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.
• If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.

Secret Codes

Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns; "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's gun:

• Player 1 plays as Super G—Left, Left, Right, Left, Left, **START**
• Player 2 plays as Super G—Right, Right, Left, Right, Right, **START**
• Both players play as Super G—Left, Right, Left, Right, Left, Right, **START**
• Player 1 plays as Sophie—Right, Left, Right, Right, Left, Left, **START**
• Player 2 plays as Sophie—Left, Right, Left, Left, Right, Right, **START**
• Both players play as Sophie—Left, Right, Right, Left, Left, Right, **START**
• To display your score on the screen during the game—Left, Left, Left, Right, Right, **START**

HYPERDRIVE

Expert Mode

At the track select screen, hold the **View 2** button when making your selection to play at a higher difficulty level.

Mirror Tracks

At the track select screen, hold the **View 1** button when making your selection to change the track into its "mirrored" version.

Time Attack Mode

At the Racer select screen, hold the **View 1** button when making your selection. When the race starts, there will be no computer-controlled opponents.

INDY 500

Fifth View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously.

Mirror Mode

Hold the red **Zoom In** button while pressing **START** to begin your game. All of the track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold both **Zoom** buttons while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.

Backwards Tracks

Hold the shift lever **Down** while starting a game to drive on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever **Down**.

Drive the Pace Car

After choosing a course—but before the race starts—step on the **Brake** and simultaneously press the **START** button; you'll be driving the Mustang pace car.

Vs. Pace Cars

After choosing a course—but before the race starts—step on the **Brake** and simultaneously push the shift lever **Up**. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.

Front View

To see your car from front to back, switch to the third or fourth views during the race, then press the **START** and both **View Change** buttons simultaneously.

Position Markers

Hold the **START** button when changing views to make the cars' position numbers appear above the cars.

Bird Trick

When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the game.

JOJO'S VENTURE

Secret Character: Dio

Enter the following code at the character-select screen:

1) Highlight Alessy and press **START**
2) Highlight D'Bo and press **START**
3) Highlight Chaca and press **START**
4) Highlight Milder and press **START** three times. Dio will then appear as a selectable character.

Secret Character: Dio

Enter the Dio code as described above, then highlight Dio and press **START** 10 times. A shadowy version of Dio will appear.

Secret Character: Young Joseph

Enter the following code at the character-select screen:

1) Highlight Jotaro and press **START**
2) Highlight Polnareff and press **START**
3) Highlight Joseph and press **START**
4) Highlight Kakyoin and press **START**
5) Highlight Iggy and press **START**
6) Highlight Avdol and press **START**
7) Highlight Joseph, press the **START** button and continue to hold it down. After a few seconds, Young Joseph will appear.

KILLER INSTINCT 2

Play as Gargos

At the character select screen, point the joystick **Up** and hold it there while pressing the following buttons: **FIERCE PUNCH**, **MEDIUM PUNCH**, **MEDIUM KICK**, **FIERCE KICK**, **MEDIUM PUNCH**, **QUICK PUNCH**, **QUICK KICK**, **MEDIUM KICK**. If you've entered the code correctly,

TIPS & TRICKS



by Christopher Cantellana,
Spring Valley, CA



by Sean St.Amand,
Salem, NY



by Sarah Campbell,
Lewisville, NC



by Dallas C. Daniels,
Donaldsonville, GA

Gargos will appear as a playable character next to Maya.

Stage Select + Music Select

At the character-select screen, pick the fighter you want with the **START** button, then immediately press and hold **Up** or **Down** and one of the **PUNCH** or **KICK** buttons; see the chart below to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player can choose the music using the same method.

Up + QUICK PUNCH: Sabrewulf stage
Up + MEDIUM PUNCH: Maya stage
Up + FIERCE PUNCH: Glacius stage
Up + QUICK KICK: Tusk stage
Up + MEDIUM KICK: Fulgore stage
Up + FIERCE KICK: Orchid stage
Down + QUICK PUNCH: Jago stage
Down + MEDIUM PUNCH: Gargos stage
Down + FIERCE PUNCH: T.J. Combo stage
Down + QUICK KICK: Kim Wu stage
Down + MEDIUM KICK: Spinal stage
Down + FIERCE KICK: Spinal stage
Down + MEDIUM KICK (both controllers): Sky Platform

Speed Settings

Hold one of the following button combinations at the "Vs." screen just before the fight begins:

Fast Speed—Up or Down + MEDIUM KICK or PUNCH
Ultra—Up or Down + FIERCE KICK or PUNCH
Normal—Up or Down + QUICK KICK or PUNCH

THE KING OF FIGHTERS '97

Secret Characters

Each of the following codes works at the character select screen; enter them after you've chosen the "Extra" or "Advanced" mode, as soon as the "1P" cursor starts to flash (or "2P" if you're on the right). If you've entered a code correctly, the screen will fade to black, then reappear with the additional character(s) at the bottom of the screen.

- **Evil Iori**—Hold the **START** button and quickly press **Left, Right, Left, Right, Left, Right**, then **A + C** simultaneously.
- **Evil Leona**—Hold the **START** button and quickly press **Up, Down, Up, Down, Up, Down**, then **B + D** simultaneously.
- **Orochi Team**—First, enter the Evil Iori and Evil Leona codes shown above, then hold the **START** button and quickly press **Up, Left, Down, Right, Up, Down**, then **B + C** simultaneously.

THE KING OF FIGHTERS '98

Secret Characters

At the character-select screen, highlight one of the following 12 characters, hold the **START** button and press **A** to choose an alternate version of that character as described below:
Shermie—The King of Fighters '97 version
Yashiro—The King of Fighters '97 version
Chris—The King of Fighters '97 version
Yuri—The King of Fighters '94 version
Robert—The King of Fighters '94 version
Ryo—The King of Fighters '94 version
Joe—The King of Fighters '94 version
Kyo—The King of Fighters '94 version
Andy—Real Bout Fatal Fury 2 version
Terry—Real Bout Fatal Fury 2 version
Mai—Real Bout Fatal Fury 2 version
Billy Kane—Real Bout Fatal Fury 2 version

LAST BRONX

Weird Weapons

At the character-select screen, press the **START** button 13 times, then choose your

character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MANX TT SUPER BIKE

Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too.

Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

Each of the following codes works at the character-select screen:

Shadow—Highlight Dhalsim, press and hold **START**, hold the joystick **Up** for five seconds. While holding **START** and **Up**, press **Jab Punch** and **Fierce Punch** simultaneously.
Mega Zangief—Highlight BlackHeart, press and hold **START**, hold the joystick **Left** for five seconds. While holding **START** and **Left**, press **Jab Punch** and **Fierce Punch** simultaneously.
Dark Sakura—Highlight the Hulk, press and hold **START**, hold the joystick **Right** for five seconds. While holding **START** and **Right**, press **Jab Punch** and **Fierce Punch** simultaneously.
Mephisto—Highlight Omega Red, press and hold **START**, hold the joystick **Down** for five seconds, press **Jab Punch** and **Fierce Punch** simultaneously.
U.S. Agent—Highlight M. Bison, press and hold **START**, hold the joystick **Up** for five seconds. While holding **START** and **Up**, press **Jab Punch** and **Fierce Punch** simultaneously.
Armored Spider-Man—Highlight Ryu, press and hold **START**, hold the joystick **Down** for five seconds. While holding **START** and **Down**, press **Jab Punch** and **Fierce Punch** simultaneously.

MARVEL VS. CAPCOM

Secret Characters

The following codes can be input at the character-select screen. Choosing a standard fighter before a secret character can affect the codes.

- **Red Venom**—Highlight Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, Up**. Red Venom should appear directly above Chun-Li.
- **Orange Hulk**—Highlight Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Left, Up**. Orange Hulk should appear directly above Ryu.
- **Shadow Lady**—Highlight Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down**. Shadow Lady should appear below Gambit.
- **Roll**—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left,**

Left, Up, Right, Up, Up, Right, Right. Roll will appear to the right of Mega Man.

• **Gold War Machine**—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, Up**. Gold War Machine will appear just above Zangief.

• **Evil Morrigan**—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down**. Evil Morrigan will appear just below War Machine.

MOTOR RAID

Extra Stage: Segal

First play the Practice Mode. The easiest stage, "Yenda," will then be selectable. Next, highlight Yenda at the stage-select screen and enter the following code with the handlebar buttons: **Punch, Kick, Kick, Punch, Kick, Kick, Punch, Punch, Kick, Kick**. The "Segal" stage will now be selectable.

Use Segal Weapons in Any Stage

Ordinarily, the Needles and Hammer weapons can only be used in the Segal stage. To access these weapons in any other stage, enter either of the following codes at the Select Player screen:

Needles—**Kick, Kick, Punch, Kick, Kick, Punch, Kick, Punch, Kick**
Hammer—**Punch, Kick, Punch, Kick, Punch, Punch, Kick, Punch, Kick**
Change Bike Color to CPU Bike Color
 In order to use the CPU Bike Color, enter the following code at the Select Player screen: **Punch, Kick, Kick, Punch, Punch, Kick, Kick, Punch**. Note: The Select Player screen is monochrome, so you will not be able to see the color change until the game starts.

SAMURAI SHODOWN IV

AMAKUSA'S REVENGE

Honorable Death

At any time during any round, press **← → ↵ ↓ + START** to commit suicide. You will begin the next round with your POW meter maxed out.

SAN FRANCISCO RUSH

Different Racers

At the vehicle select screen, hold the **Music** button and press **View 1 + Gas**.

Time Trial Mode

At the vehicle select screen, hold the **Music** button and press **View 2 + Gas**.

Increase Force-Feedback

At the vehicle select screen, hold the **Music** button and press **View 3**.

STREET FIGHTER III: SECOND IMPACT

Play as Akuma

Highlight Ryu at the character select screen. Press **Down, Down, Up** on the joystick. Press **Left** to highlight Ken and press **Up, Up, Down**. Go **Right** to highlight Ryu and press **Up**. Go **Left** again to highlight Ken and press **Down**. Now go **Left** until you reach Sean. At Sean press **Down, Down, Up, Down, Up, Up, Up**. Akuma will appear above Sean.

STREET FIGHTER ALPHA 3

"Dramatic Battle" Mode

After you add your credits to the game, hold all three **Kick** buttons and press **START**. Choose your character normally; when the game begins, you will be teamed up with a randomly-selected computer-controlled fighter in a series of six two-on-one battles.

Note: This is a "time release" trick which will only work if the machine has been installed at your local arcade for several months. Watch the game in demo mode and note the color of the background when the high score tables appear; if the background is blue, the "Dramatic Battle" mode should be available.

Secret Character: Juni

Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

- Highlight **Charlie** or **Rolento** and press **Left** to reveal a random select box. At the random select box, hold **Left** and press any button.
- Highlight **Sagat** or **Gen** and press **Right** to reveal a random select box. At the random select box, hold **Right** and press any button.

Secret Character: Juli

Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

- Highlight the random select box next to **Charlie** or **Sagat**. At the random select box, hold **Up** and press any button.
- Highlight the random select box next to **Rolento** or **Gen**. At the random select box, hold **Down** and press any button.

Secret Character: Balrog

Highlight Karin at the character-select screen for at least three seconds, then highlight any random select box, hold **START** and press any button.

"Classic" Mode

Hold **Jab Punch** and **Short Kick** before you put your money into the machine. Press **START**, then select a character while continuing to hold **Jab Punch** and **Short Kick**. This code gives every opponent a low **Guard Meter** and makes it easier to get your opponent dizzy.

"Mega Damage" Mode

Hold **Strong Punch** and **Forward Kick** before you put your money into the machine. Press **START**, then select a character while continuing to hold **Strong Punch** and **Forward Kick**. This code gives you and your opponent double damage on all moves. You'll see a meter at the bottom of your life bar that says "on" and you'll have to win two rounds to beat an opponent while he or she only has to win one.

"No ISM" Mode

Hold **Fierce Punch** and **Roundhouse Kick** before you put your money into the machine. Press **START**, then select a character while continuing to hold **Fierce Punch** and **Roundhouse Kick**. This code disables your **Guard Meter** and gives you "X" mode strength.

TOP SKATER

Note: In each of the following codes, the words "Left" and "Right" refer to the **Left** and **Right** select buttons on the machine, not directions on the skateboard.

Secret Character: Alex (Surfer)

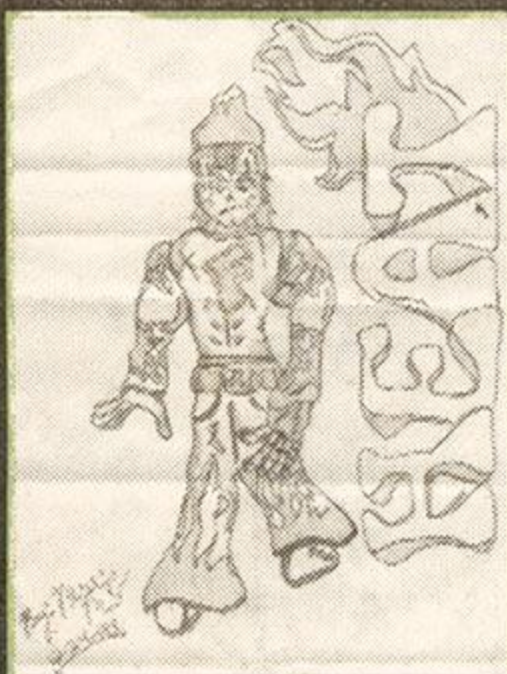
At the character select screen appears, press the **Left** select button three times, **Right** three times and **Left** 13 times.

Secret Character: P-Nut (Body Boarder)

At the course select screen, press and hold the **START** button; then, at the character select screen, press the **Right** select button six times, **Left** six times, **Right** three times, **Left** three times, **Right** four times, then release the **START** button.

Super-Deformed Mode

At the stage select screen, press the **Left** select button nine times, **Right** nine times, **Left** four times, **Right** four times and **Left** five times. Next, lean the board forward (step on the front of the board) and press both the **Left** and **Right** select buttons simultaneously three times.



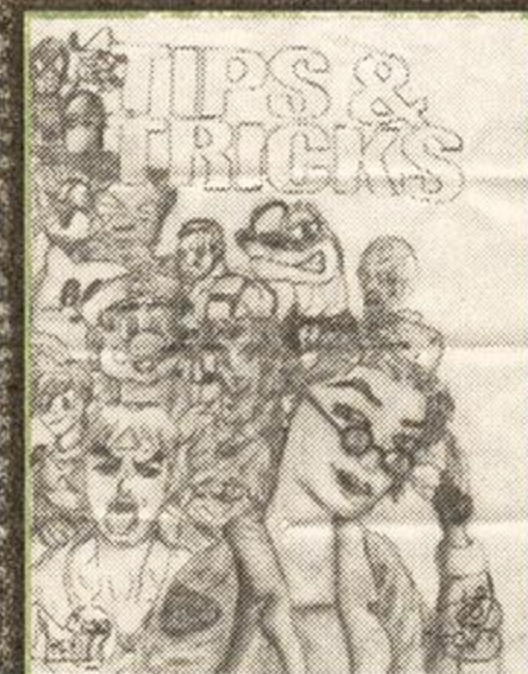
by Phillip Mao,
Rancho Cucamonga, CA



by Garrett Schmidt,
Blue Springs, MO



by Chris Chamberlain,
Paradise, CA



by Gabriel Sylvestre,
Lufkin, TX



GAME SHARK

**Codes for use with Interact
Game Products' Game Shark
Video Game Enhancers**

PlayStation

A Bug's Life

800A6594-0004—Infinite health
800A65A0-3209—9 lives and 50 grain
300A65A2-000F—Have "FLIK" letters collected

Akuji the Heartless

80091C24-0001—Extra spell ammo
8006981E-2400—Extra health
800C4704-000F—Enable all levels

FIFA 99

80034D40-0000—Home team scores 0
80034D44-0000—Away team scores 0

Invasion From Beyond

80016174-0000 + 8001634C-0000—Infinite shields
800856C8-0063—Infinite scientists
800856CC-0063—Infinite Component 1
800856D0-0063—Infinite Component 2
800856D4-0063—Infinite Component 3

Kensei: Sacred Fist

800C4D70-0090 + 800CE25C-00C0—Infinite health, Player 1
800C4D86-0090 + 800CF5F8-00C0—Infinite health, Player 2

Knockout Kings

800B0A7C-0064 + 800C12AC-0064 + 800B09E0-0064 + 800C12B0-0064 + 800B0350-0064 + 800C12B4-0064—Max. creation points

NCAA Final Four 99

800B7054-0000—Home team scores 0
800B7518-0000—Away team scores 0
800B7054-0096—Home team scores 150
800B7518-0096—Away team scores 150

NCAA March Madness 99

8013E148-0259—Infinite creation points
80122B90-0063—Home team has full momentum
80122B90-0000—Away team has full momentum

Rival Schools

801EFA02-00C8—Infinite health, Player 1
801EFC18-0900—Max. power, Player 1
801EFE02-00C8—Infinite health, Player 2
801F0018-0900—Max. power, Player 2

Soul Blade ("Greatest Hits" Edition)

800C017A-00F0—Infinite health, Player 1
800C30B2-00F0—Infinite health, Player 2
800C02D6-0060—Infinite power moves, Player 1
800C320E-0060—Infinite power moves, Player 2
800C017A-0000—Low health, Player 1
800C30B2-0000—Low health, Player 2
800C02D6-0000—No power moves, Player 1
800C320E-0000—No power moves, Player 2

STREAK Hoverboard Racing

801B5B84-4000—Infinite turbo

Tenchu: Stealth Assassins

30010416-0063 + 30010436-0063—Resurrection leaf
30010417-0063 + 30010437-0063—Chameleon spell
30010418-0063 + 30010438-0063—Protection amulet
30010419-0063 + 30010439-0063—Lightfoot scroll

3001041D-0063 + 3001043D-0063—Fire Eater scroll

3001041E-0063 + 3001043E-0063—Decoy whistle
D01FFDF8-0002 + 801FFDF8-0000—No carry limit
3001041C0063 + 3001043C0063—Dog bones
D000E226-800B + 8001D2D6-2411 + D000E226-800B + 8001DCC2-2411—Infinite health

Test Drive 5

8009DB56-0202 + 8009DB58-0202 + 8009DB5A-0202 + 8009DB5C-0202 + 8009DB5E-0202 + 8009DB60-0202 + 8009DB62-0202 + 8009DB64-0202 + 8009DB66-0202 + 8009DB68-0202—All cars open

WCW/N.W.O. Thunder

30079FA7-0001—Enable Larry Zbysko
30079FA8-0001—Enable Sonny Onoo
30079FA9-0001—Enable Mongo
30079FAA-0001—Enable Kaz Hayashi
30079FAB-0001—Enable Jimmy Hart
30079FAC-0001—Enable Rick Rude
30079FAD-0001—Enable Enos
30079FAE-0001—Enable Psychosis
30079FAF-0001—Enable Juventud Guerrera
30079FB0-0001—Enable Rick Fuller
30079FD2-0001—Enable M.C. Myque
30079FD3-0001—Enable Dave Hoffman
30079FD4-0001—Enable Leland Mah
30079FD5-0001—Enable Sanders
30079FD6-0001—Enable Donn Nauert
30079FD7-0001—Enable Jym Killy

Nintendo 64

All-Star Baseball 99

81067232-0001—Big head mode
8106723E-0001—Fat/Skinny mode
81067242-0001—Ball trail mode

Bust-A-Move 2

80120171-0005—Infinite credits
80171131-0006—Player 1 always gets bubbles
80171131-0000—Player 1 never gets bubbles
80173601-0006—Player 2 always gets bubbles
80173601-0000—Player 2 never gets bubbles

Deadly Arts

80105001-000A—Player 1 is always Yami
80105001-000B—Player 1 is always Hikari
80105001-000C—Player 1 is invisible character
8011B399-000A—Player 2 is always Yami
8011B399-000B—Player 2 is always Hikari
8011B399-000C—Player 2 is invisible character

Dual Heroes

D0226717-0000 + 80226717-0001—1 win to win, Player 2
D0226717-0001 + 80226717-0000—Player 2 never wins
8922671C-0000—Press Game Shark button for Death Blow, Player 1
8922671E-0000—Press Game Shark button for Death Blow, Player 2

Extreme-G

80167C13-0001 + 80167C17-0003—Extra characters

Extreme-G 2 (XG 2)

81092B8A-0001—Ugly mode
81092B8A-0004—Wireframe mode
81092B8A-0008—Overhead view
81092B8A-0080—Constant random weapons
81092B8A-0002—Tron mode

Forsaken 64

8814E648-00FF—Press Game Shark button for 255 spare missiles
8814E651-00FF—Press Game Shark button for 255 tag bombs
8814E610-0003—Press GS button for max. pods
8914E5E8-8000—Press Game Shark button to refill primary weapon

Fox Sports College Hoops '99

8012A4D2-0096—Home team scores 150
8012A4D2-0000—Home team scores 0
8012A4EA-0096—Away team scores 150

8012A4EA-0000—Away team scores 0
8012A4D4-0006—Infinite time outs, Home team
8012A4EC-0006—Infinite time outs, Away team
8012A4D4-0000—No time outs, Home team
8012A4EC-0000—No time outs, Away team
8112A4BC-4210—Infinite shot clock

International Superstar Soccer 64

D01AF971-0002 + 801AF971-0063—Infinite character creation points
8011DDAF-0032—Team 1 scores 50
8011DDAF-0000—Team 1 scores 0
8011DDAF-0032—Team 2 scores 50
8011DDAF-0000—Team 2 scores 0

International Superstar Soccer '98

D03E0CB2-0001 + 803E0CB2-0063—Infinite character creation points
801A8AFD-0032—Team 1 scores 50
801A8AFD-0000—Team 1 scores 0
801A9979-0032—Team 2 scores 50
801A9979-0000—Team 2 scores 0

Kobe Bryant in NBA Courtside

81121D12-0100 + 81121EEE-0100 + 811220CA-0100 + 811222A6-0100 + 81122482-0100—Infinite turbo, Home team
8112265E-0100 + 8112283A-0100 + 81122A16-0100 + 81122BF2-0100 + 81122DCE-0100—Infinite turbo, Away team
8012AA07-00FF—Infinite shot clock

Madden Football 64

81073510-FFFF + 81073512-FFFF + 81073514-FFFF + 81073516-FFFF + 80073518-00FF—Extra stadiums

Madden NFL 99

8104A7F0-FFFF + 8104A7F2-FFFF + 8104A7F4-FFFF + 8104A7F6-FFFF—Extra stadiums

Milo's Astro Lanes

800AC9F0-000A + 800AC9FC-000A + 800ACA08-000A + 800ACA14-000A + 800ACA20-000A + 800ACA2C-000A + 800ACA38-000A + 800ACA44-000A + 800ACA50-000A + 810ACA5C-0A0A + 800ACA5E-000A—Perfect game, Player 1

Mystical Ninja Starring Goemon

D00C7D3B-0020 + 8116A044-4000—Press L button to levitate

NBA JAM 99

81160FFA-0096—Home team scores 150
81160FFA-0000—Home team scores 0
81160FFE-0096—Away team scores 150
81160FFE-0000—Home team scores 0
800D5C75-0007—Infinite time outs, Home team
800D5C7F-0000—No time outs, Home team
800D5C9B-0007—Infinite time outs, Away team
800D5C9B-0000—No time outs, Away team

NHL Breakaway 99

801297BC-0032—Home team scores 50
801297BC-0000—Home team scores 0
801297BD-0032—Away team scores 50
801297BD-0000—Away team scores 0
8112B254-0000—No penalty time, Home team
8112B278-0000—No penalty time, Away team

S.C.A.R.S.

80388C1D-0003—Infinite credits
803DF94B-0001 + 803DF94D-0001 + 803DF94F-0001 + 803DF951-0001—Have all cars
802CB4A9-0001 + 802CB4AB-0001 + 802CB4AD-0001—Have all cups/tracks

Star Soldier: Vanishing Earth

800A3648-0003—Infinite lives
800A3649-0003—Infinite specials

Top Gear Overdrive

810F50CE-0009—Infinite nitros
801022FB-000E + 801022F1-000E—Extra cars
811022E8-0501 + 811022EA-0101 + 811022EC-0101 + 811022EE-0101 + 801022F0-0001—Extra tracks
801022FF-0005—Max. handling
80102300-0005—Max. acceleration
80102301-0005—Max. top speed

FuncoLand SuperStore



Nintendo

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NBA Jam	\$17
Pipe Dream	\$8
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TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

SEGA CITY

31 Fortune Drive, Suite 302 • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Top Skater (novice)	774,560	Joey Cuellar
Top Skater (expert)	527,651	Joey Cuellar
Time Crisis II (solo)	1,096,070	JSC
Time Crisis II (co-op)	1,352,540	A.K & B.K
Time Crisis II (solo)	14:47'31	JSC
South Park (pinball)	399,519,680	GKW
Racing Jam 2 (Bank circuit)	2:34'392	Richard Trinh
The House of the Dead 2	80,000	TFF
Daytona USA 2 (beginner)	2:16'54	Craig Kasala
Daytona USA 2 (advanced)	3:07'13	DEZ

ALADDIN'S CASTLE

270 Loudon Road, Unit 1036 • Concord, NH 03301 • (603) 228-9110

GAME	HI SCORE	NAME
Time Crisis (Story mode)	11:52'10	Scott Byers
Time Crisis II (timed stage 1)	2:39'83	E Sweet
Tekken 3 (Paul) (ultra hard)	3:21'35	Josh B
Tekken 3 (Law) (ultra hard)	4:04'30	Troy Towers
Tekken 3 (Heihachi) (ultra hard)	3:40'45	Josh B
Tekken 3 (Eddy) (ultra hard)	5:54'88	Eric Martinson
X-Men vs. Street Fighter	1,328,402	Ron Uliano
Knights of the Round	431,450	Len Hanley
Aliens vs. Predator	3,322,407	Steven Rule
Maximum Force	829,180	Ron Uliano

JUST FOR FUN

445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Blitz 99 (tournament winner)	1st Place	Shawn Rosenberg
Hydro Thunder (Far East)	1:57'36	GAR
Hydro Thunder (Greek Isles)	1:39'25	ADK
Star Wars Trilogy	21,000,450	GAR
JoJo's Venture	51,450	NPN
Revenge from Mars (pinball)	159,743,100	CC
Revenge from Mars (pinball)	116,027,580	GEC
South Park (pinball)	793,847,470	Jason Werdick
Attack from Mars (pinball)	47,512,563,870	JPW
Arabian Nights (pinball)	70,257,860	Lyman F. Sheats

LESTER'S FAMILY AMUSEMENT

6400 Kingsway • Burnaby B.C. Canada V5E-1C5 • (604) 438-1366

GAME	HI SCORE	NAME
Blitz 99 (most sacks)	19	Ben
Blitz 99 (most TDs)	17	Greg G
Blitz 99 (largest victory)	162	Greg G
Super Puzzle Fighter II Turbo	497,530	DB
The House of the Dead	64,400	Bruno A.
Galaga	179,790	Jason G.
Raiden II	528,010	DAN
Marvel vs. Capcom	1,926,402	ICP
Tekken 3 (Eddy)	2:19:88	KZR
Time Crisis II (solo play)	1,386,990	JIM

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
San Francisco Rush	2:25'00	Miami,FL
Gauntlet Legends (Valkyrie)	Level 88	SFw
Street Fighter EX 2	31 wins	ADM
Blitz 99 (most wins)	174	BERTHA
Street Fighter III: 2nd Impact	1,047,207	FK
Time Crisis II (link play)	1,078,810	NRH & MPG
Addams Family (pinball)	3,142,775,000	PML
Cruis'n World (Hawaii)	1:38'01	SCH
Marvel Super Heroes vs. Street Fighter	7 wins	DBN
Street Fighter Alpha 3	24 wins	Ari Wentraub

ALL AMUSEMENT CENTER

201E. Magnolia Blvd #128 (Media Center) • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
The King of Fighters '98	248,100	E.C
Tekken 3 (Eddy)	2:40'06	JAG
Theater of Magic (pinball)	2,081,738,310	ZAC
The House of the Dead 2	80,000	TFF
Area 51	477,925	LUIS
Marvel Super Heroes vs. Street Fighter	821,700	GABY
Time Crisis II	1,394,090	RBV
Street Fighter Alpha 3	1,322,800	OZZY
Marvel vs. Capcom	1,058,000	MTX
Marvel Super Heroes	1,551,801	IZZY

METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohiana
Street Fighter Alpha 3	2,978,300	Bob Tan
Marvel vs. Capcom	3,435,016	Robert Weber
Time Crisis II	1,422,922	Robert Villania
Rival Schools: United by Fate	2,227,900	Michael Lamug
Blitz 99 (win streak)	104	BLUNT
Street Fighter EX 2	1,584,900	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Street Fighter III: 2nd Impact	4,062,321	Bob Tan


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Mystery Word Grid

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P	I	N	C	H	W	
	R					
S						

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Part 1 of 2

GUARDIAN'S CRUSADE

by Geoff Arnold

The Story

One stormy night, a stork flies away from an unknown location with a bundle tied around its beak. Through the crashing lightning and pounding rain, the forms of evil gargoyles can be seen chasing the stork through the storm. With a spark of lightning, the stork drops the bundle down to Earth. Landing outside a small village, the bundle is discovered by a lonely young boy on his way back from running errands outside of the town. So starts the journey of a boy in a dangerous land to return the mysterious monster in the sack. As the knight, you will travel from one side of the world, to the other—through towns and cities, dungeons and caves, castles and swamps—all for the sake of the world. As the game progresses and the story unravels, you learn more about the baby monster and its relevance to the safety of the world.

With the release of *Final Fantasy VII* on the PlayStation, the RPG genre has been given new attention and new life. It can be difficult, however, to find an RPG that appeals to both the old and new generation gamer. This is where Activision steps in. In cooperation with Tamsoft (creator of the *Toshinden* series), Activision has released a new type of RPG that will appeal to both audiences. In *Guardian's Crusade*, the player assumes the role of a young knight on an epic quest to save the world from an ancient evil resurrected from times past. A journey well worth taking, *Guardian's Crusade* comes highly recommended by the entire *TIPS & TRICKS* staff.



Cast of Characters



Knight

The hero of the story. As the knight, you are the main fighting force in the party.

Able to use any weapon or armor and possessing the ability to use "Living Toys," you are blessed with the task of returning Baby to its home at God's Tower.



Baby

A very mysterious creature. Baby is not very powerful at the beginning of the game. However, it does become a force to be reckoned with later on in the adventure, thanks to its damage-inflicting ability to transform into one of 14 creatures. As you progress in the game, Baby gains great strength and agility, becoming a much-needed ally and veritable fighting force.



Nehani

Knight's best friend and companion. Nehani is a fairy who was lost and injured in the forest—until Knight found her and nursed her back to health. Although more of a foster parent than friend, Nehani is very useful in the game. If you are lost or need a clue about what to do in the game, ask Nehani; she might just be able to give you some answers. Even though she's not a fighter, Nehani sometimes helps out in the melee, dishing out slaps to the enemy or sprinkling Fairy Dust on everyone to heal and restore conditions to normal.

Gameplay

Although somewhat linear and simplistic in its gameplay, *Guardian's Crusade* adds several new twists and additions to the traditional RPG.

Dealing With Baby



Not exactly your traditional, run of the mill, command-like-a-slave monster. Baby actually thinks for itself and has feelings! As Baby grows, it will learn and act differently according to how it's fed, treated, and interacted with throughout the game. Although you can issue it commands in battle, Baby is its own being and does what it chooses. Essentially, Baby is...well, a big baby! Sometimes Baby will transform in battle if scared or angry, or will not fetch if it is given bad snacks or treated harshly. By learning to cooperate with Baby and treating it fair, you will benefit from its growth into a powerfully-trained ally.

Living Toys



The Samurai's dramatic entrance



The Assassin is a real wise guy

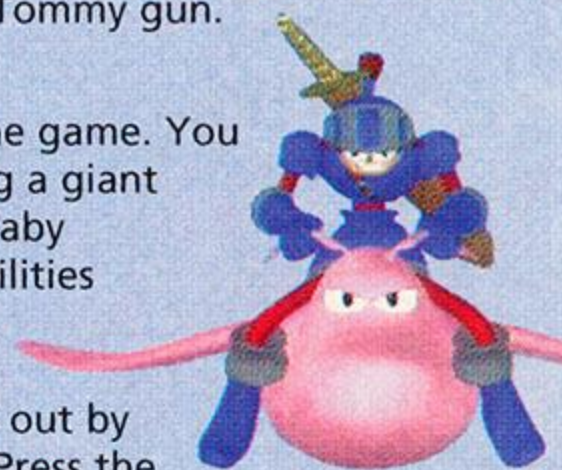
Fun, fun, fun! No flashy magic spells here—just a bunch of little toys that come out on the screen to do their dirty work. There are many living toys—70 in all—that can help and heal your party with assist spells. More importantly, Living Toys can obliterate enemies with interesting attacks. Why, these little buggers can even find gold for you! Most of the Living Toys can be found throughout the adventure just by accomplishing certain tasks, but others are hidden deep in dungeons, caves, or even held by monsters. Even though not all Living Toys are essential to completing the game, most are very useful in certain situations. Some of them can be downright funny to watch in battle, from the entrance music of the Samurai to the Assassin pulling out his trusty Tommy gun.

Travel

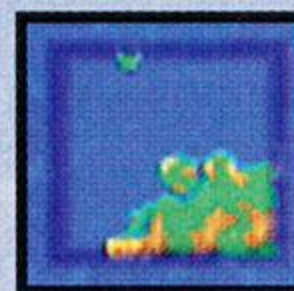
There are three methods of travel in the game. You can travel by walking on land, by riding a giant water bug on the sea or by riding on Baby through the air, with the latter two abilities being acquired later on in the game. Since the world is so huge, the designers have decided to help gamers out by providing a toggle on/off map screen. Press the **SELECT** button to turn the map on, press it again to turn it off. If you feel like getting lost or simply want a bigger challenge, try turning the map off and wandering around for a couple of hours.



Take a ride on Baby



Travel on foot



Toggle the map on or off



Ride a giant water bug

Battles/Monsters

Unlike most other RPGs where enemies can't be seen or avoided while traveling, *Guardian's Crusade* has blessed us with "monster icons." There are four types of icons in all, each having its own unique appearance. Other things to look for are the timeliness of the battle and the speed at which monsters are dispatched. Having fast reaction times and being able to destroy monsters quickly will yield more experience at the end of each battle. Find the quickest ways to defeat your foes for maximum experience!

Weak Ghost



Represented by a small white ghost, this indicates a monster that is relatively weak and easy to dispatch. They will run away from you when they are near.

Strong Ghost



Represented by a medium-sized pink ghost, this indicates a monster that is relative in size and strength to your party. These will chase you when you are near.

Mighty Ghost



Represented by an evil-looking, large ghost with red eyes, this indicates a monster that is stronger than the party. Be wary of running into one of these if low on HP or PP. These will also chase you when near-by. Very annoying monsters.

Pirate Ship



Represented by a pirate ship with paddles on each side, these are water monsters. Will also chase you if you get too close.

Olgo

Items/Toys

Mind Berry
Angel's Tear
Sick Weed
Dusty Toy
Cute Toy
Rusted Toy

Knight's home town and the origin of the journey. The Mayor of Olgo is worried about the crops and the harvest this year and wants you to take a letter to San Claria. The letter asks the Mayor of San Claria if the same problems are occurring elsewhere. Although there aren't any items or weapons for sale here, this is a good place to get familiar with the control of Knight. You should also get a grip on

rotating the camera angles (line of sight is very important). Talk to everyone here to learn more about goings-on inside and outside of town.



The lumber mill



An emotional Baby transforms



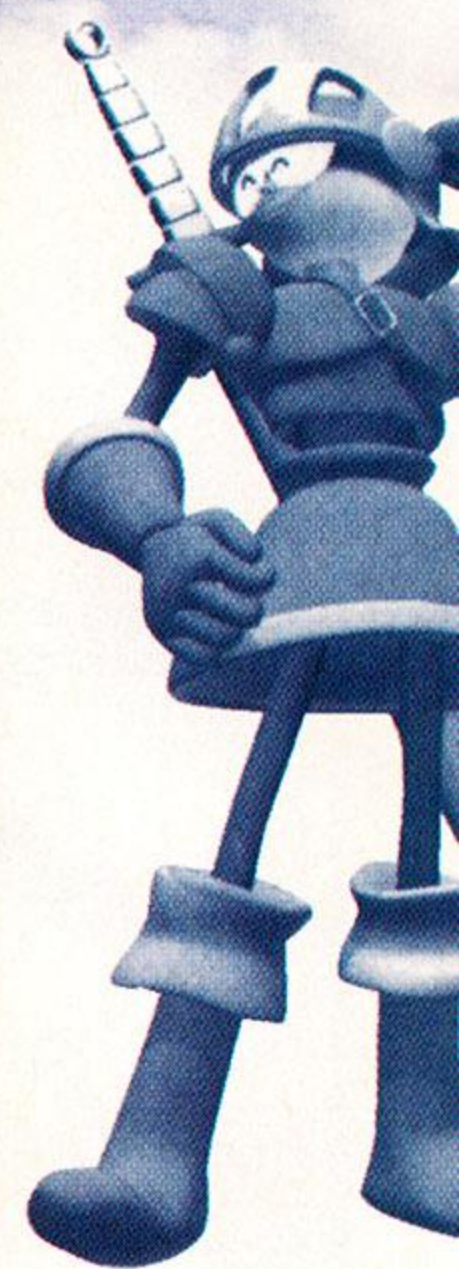
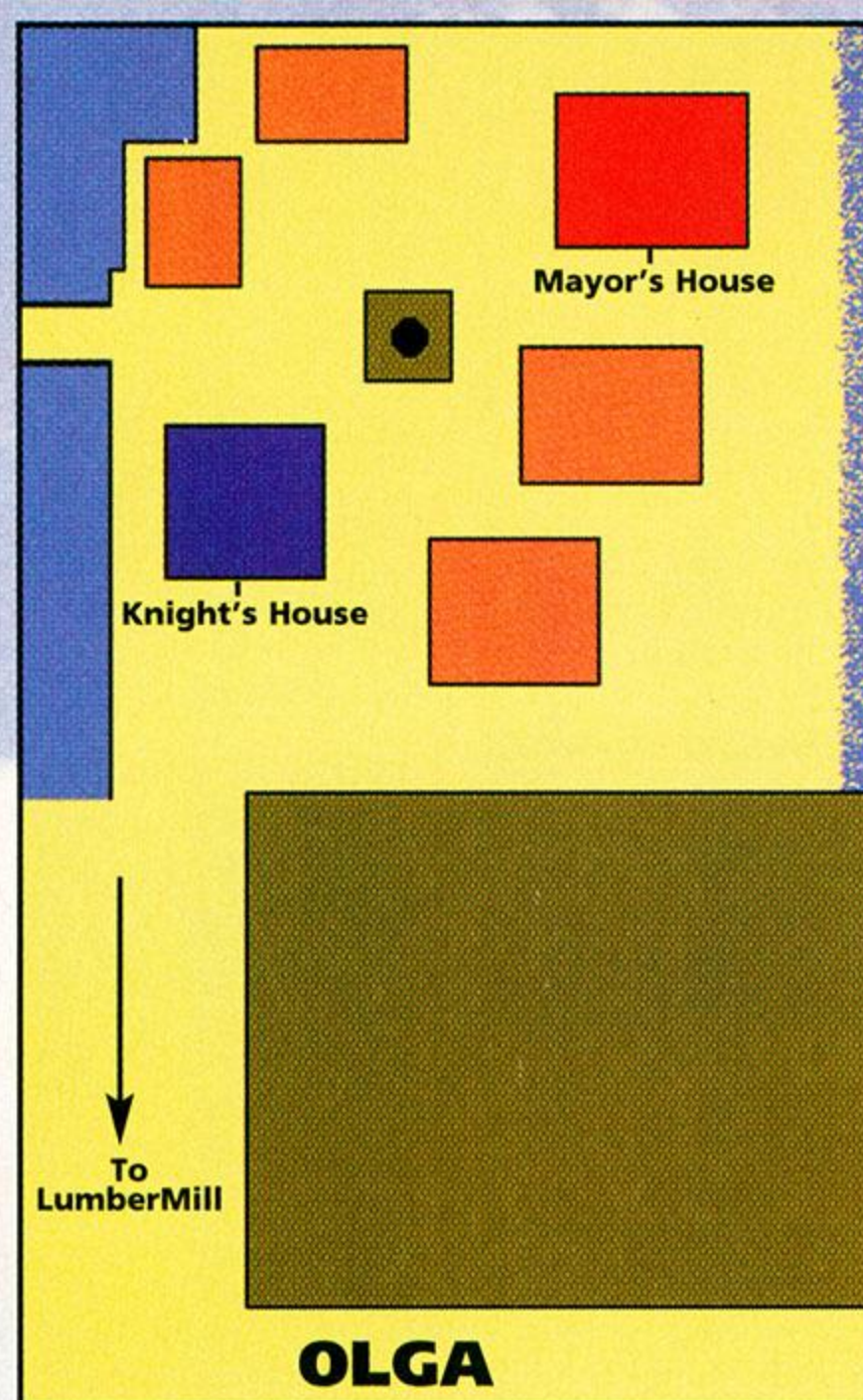
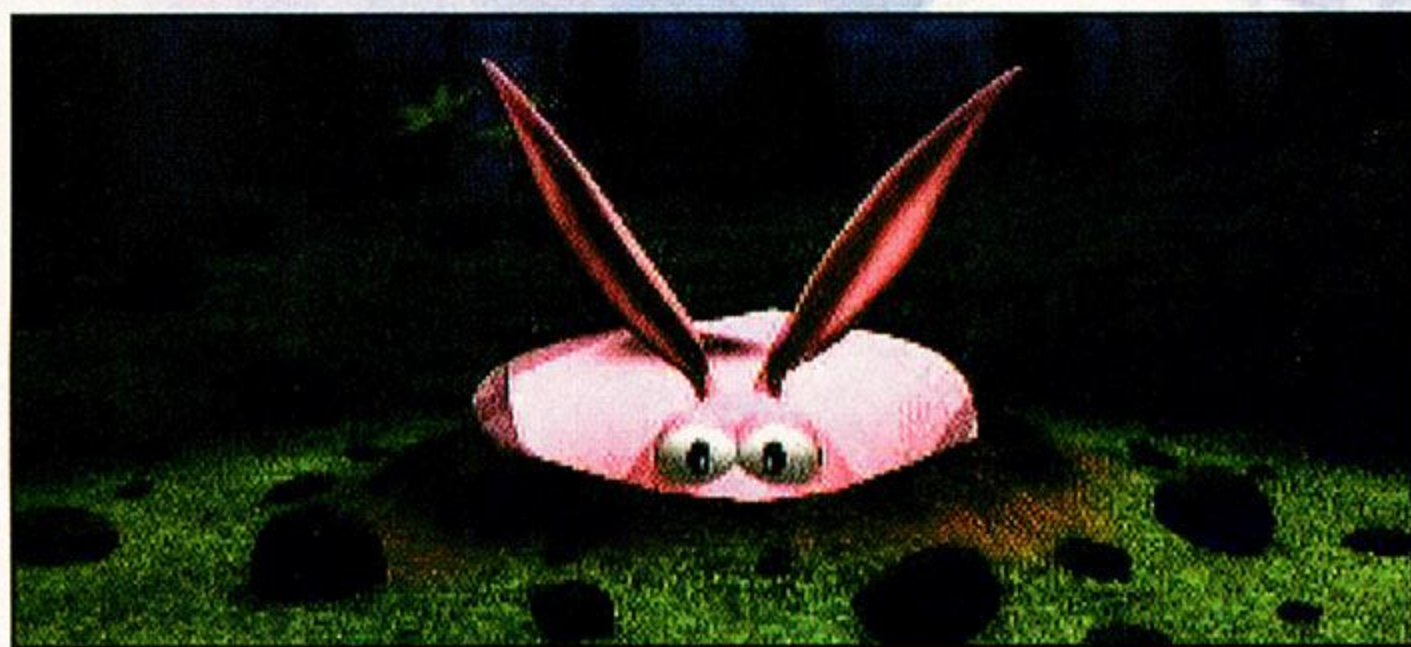
Try not to abuse or neglect Baby





Tasks

- 1 Talk to everyone in town. Talk to the Mayor to get a letter to take to San Claria. After talking to the Mayor and receiving an Angel's Tear, head outside his house and check the bush for a Mind Berry.
- 2 Check the northwestern-most house for two toys. Although these are Living Toys, you won't be able to use them until later.
- 3 Head south to the lumber mill and check the sack of grain inside for a Sick Weed. Also check for another Living Toy.
- 4 Talk to Mary on the way out to get a Candy Bar.
- 5 Head west out of town and north, then take the fork west to get to San Claria.



San Claria

Items/Toys

Wind-Up Toy
Go Go Bean

All of the San Clarians seem to be preoccupied with the Fur Fish trading industry and few seem to have useful information. There is an item shop here, however, so take the time to visit and stock up on any items that are necessary at this point.



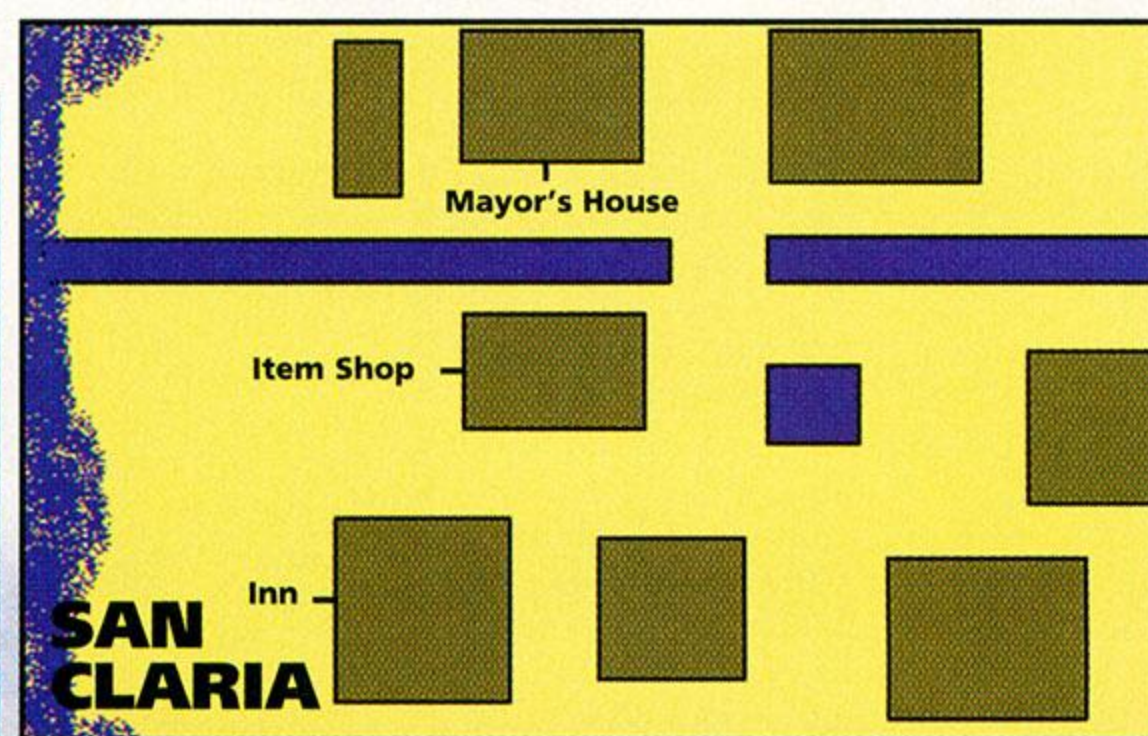
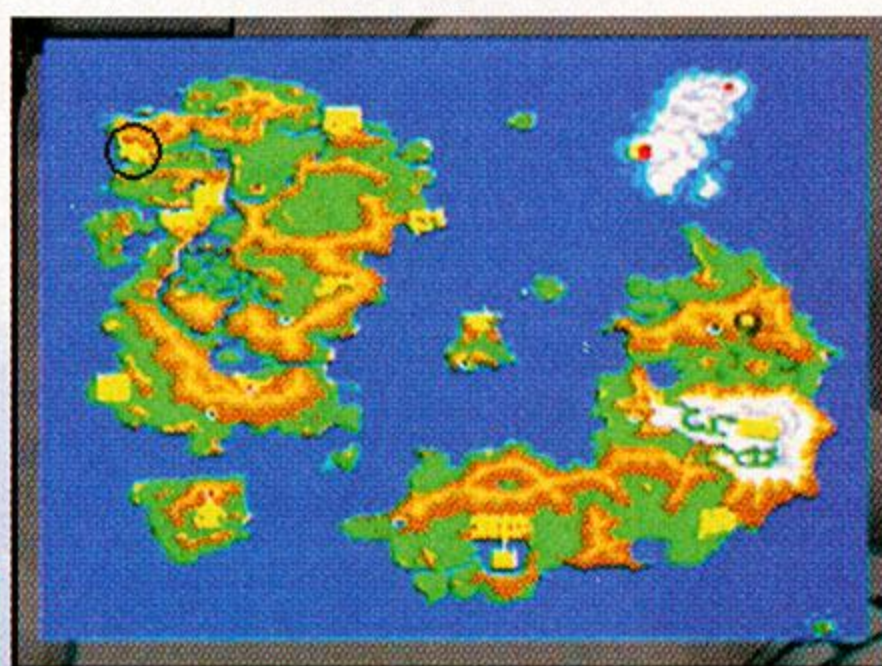
Wind-Up Toy in the Beach House



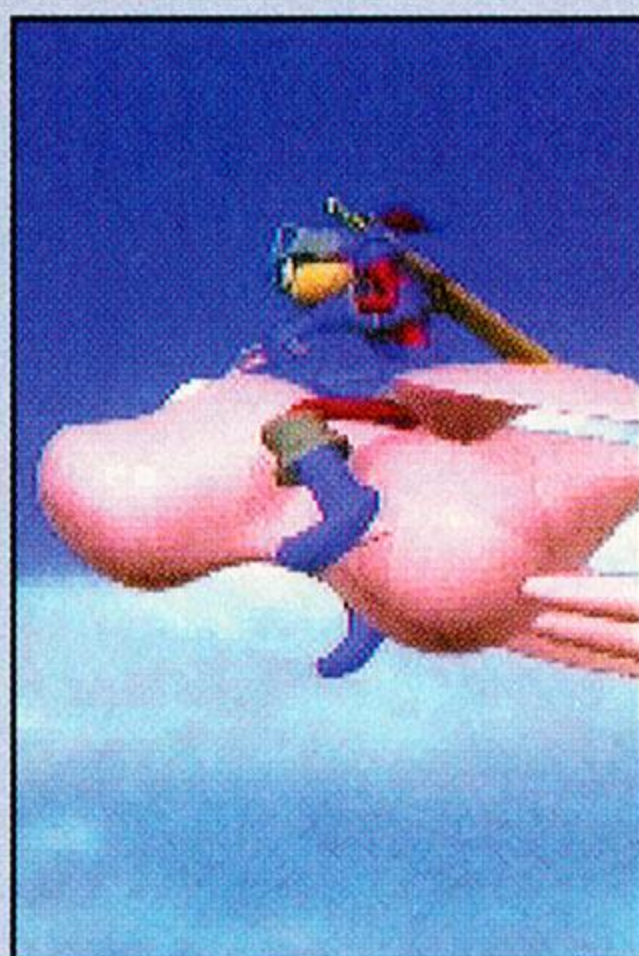
Baby sitting outside of town

Item List

Item	Cost
Candy Bar.....	10 Rb
Peach Potion.....	10 Rb
Angel's Tear.....	10 Rb
Wind Berry.....	15 Rb
Freedom Root.....	20 Rb
Sick Weed.....	10 Rb
Rotten Weed.....	15 Rb
Toadstool.....	20 Rb



Deliver Baby to God's Tower



Tasks

- 1 Sleep at the Inn if necessary.
- 2 Head to the abandoned beach house located west of the Mayor's house and pick up a Wind-Up Toy.
- 3 Go to the Mayor's house and talk to him. He assures you that there is nothing wrong, then tells you to go back to Olgo and tell the Mayor that there is nothing to worry about. Check the wall closet in the basement for a Go Go Bean.
- 4 Buy any items that you need, then head back to Olgo.
- 5 On the way back to Olgo, you will see Baby sitting outside of town.
- 6 After talking to Baby, a strange figure emerges out of the sky in a beam of light and instructs you to deliver Baby to God's Tower or darkness will prevail.
- 7 After a brief interlude, go talk to the Mayor; he tells you that Baby is cursed and to take it to the Cave of Fear to get rid of it.
- 8 Rest in your room and prepare to head to the Cave of Fear in the morning.
- 9 Upon exiting the town, take the path that leads to San Claria. Instead of heading west at the fork in the road, head east toward the Grave of Sir Darwin. At the second northern passage, follow it up toward the coastline and across the bridge to the east. Just up ahead is the Cave of Fear. When you arrive, Baby walks slowly inside the cave. As you depart, you are reluctant to leave, but must do so anyway. Head back to Olgo.
- 10 After waking up in the morning, you suddenly have an attack of conscience and decide to head back to check on Baby.
- 11 Head back to the Cave of Fear.

Cave of Fear

The quest for Baby begins here. While most of the monsters are relatively easy to cope with, they can be annoying at times. Make sure you have some healing items in case you run out of HP.

Items/Toys

Candy Bar
Bronze Shield
Bronze Sword
Hamburger
Cool Toy
Mysterious Toy
Living Toy "Mr. O'Neil"
Living Toy "Da Bomb"
Living Toy "Phoenix,"
Living Toy "Walkbomb"
Living Toy "Timeout"



Guardian's Crusade

Tasks

- 1 Upon entering, follow the cave to the north and east to find the next passage.
- 2 In this next section, head northeast again, stopping to pick up the Candy Bar along the east wall.
- 3 In this section there are two passages to choose from—upper and lower. Take the upper passage first and get another Mysterious Toy, then head back down to the lower passage in the previous room.
- 4 Head straight east here and look inside the big skull in the center of the room to get a Cool Toy and a Bronze Shield. The passageway to the next room lies in the northeast corner.
- 5 From this room, the path splits left and right. Take the right path first.
- 6 Head north, then east to where the room opens up. Don't go through the opening to the next room just yet, there is a much needed Hamburger across the bridge in the eastern room. Head through the north passage now.
- 7 There is a Bronze Sword in this room, but there is no way to continue for the northern passage is blocked by rocks. Time to look for another way around.
- 8 Head back to the room where the path split (number 5) and take the right passage this time. Follow the path until you reach three guards from the city of Kell. After a brief interlude, they will take you to see the Elder, who might have some information about the whereabouts of Baby.

Kell

An underground city with a strange race of people, Kell seems to be a solemn, isolated place. It seems that the Kellians are all terrified of some creature that has been raiding their food storage room. There are some items for sale here, however, so be sure to pick up any healing items that you need. Be sure to stop by the Inn and stay for a spell. Please take note that if you search the boxes inside of the Item Shop, you are forced to buy the items therein.

Items/Toys

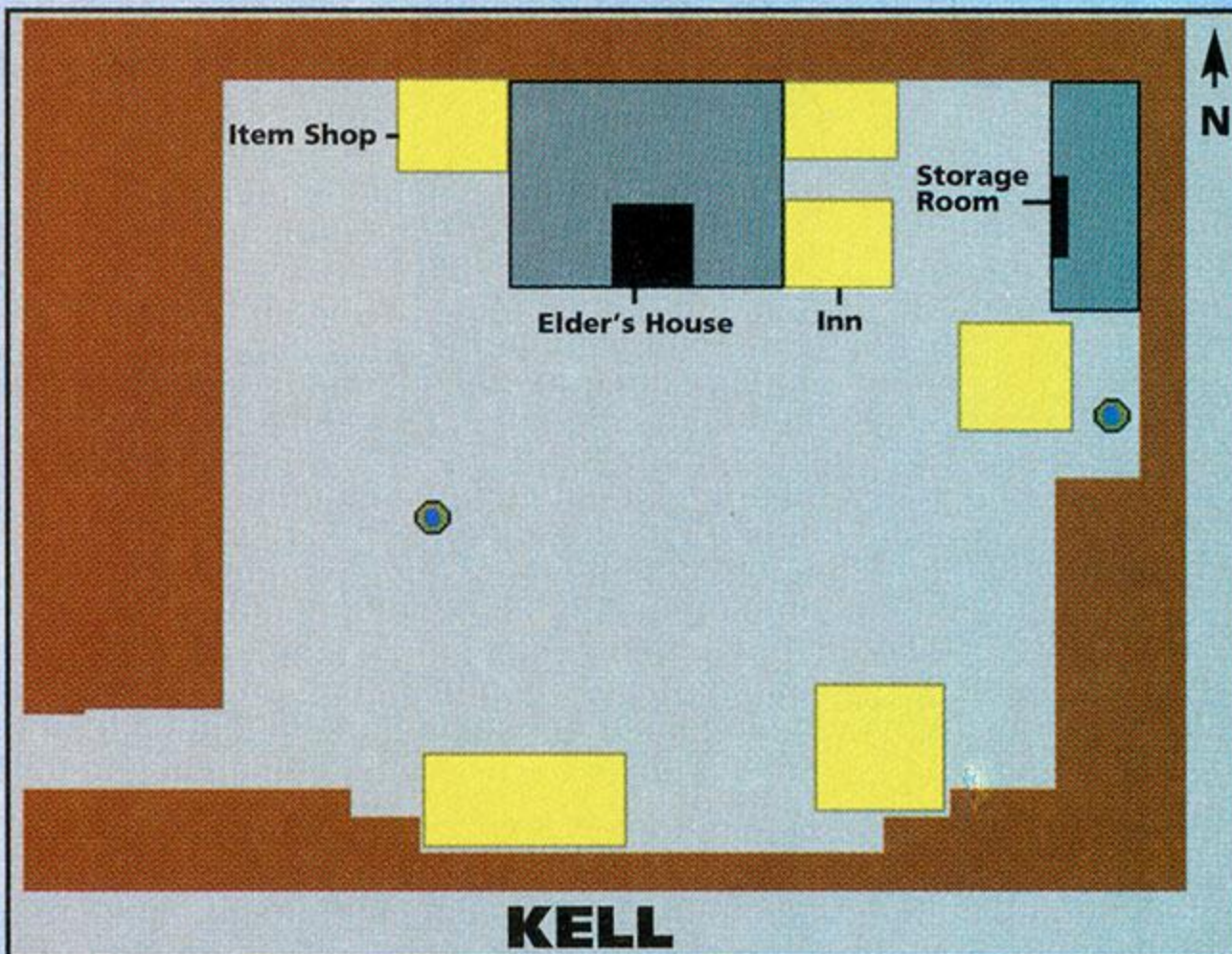
Candy Bar
Hamburger
Freedom Root
Toadstool x3
Living Toy "Da Bomb"

Item List

Item	Cost
Candy Bar.....	10 Rb
Peach Potion.....	10 Rb
Angel's Tear.....	10 Rb
Mind Berry.....	15 Rb
Freedom Root.....	20 Rb
Sick Weed.....	10 Rb
Rotten Weed.....	15 Rb
Toadstool.....	20 Rb

Tasks

- 1 By now, the battles from rummaging through the cave have probably taken their toll on you. Make a quick stop by the Inn.
- 2 Pick up the various toadstools lying around the village and talk to the Kellians.
- 3 Talk to the Chief of Kell. He will be reluctant to provide you with any information about Baby until the Mushmare is gone.
- 4 Head to the storage room to confront the source of Kell's problems.
- 5 After defeating the Mushmare, head back to talk to the Elder. Receive Living Toy "Mr. O'Neil."
- 6 Head back to the storage room to get Living Toy "Da Bomb." Check your inventory to see that you have collected eight Living Toys. If not, head back and pick any you have missed.
- 7 Go through the cavern in the back of the Elder's room to look for Baby.
- 8 Go up into the second room to where a sealed door is (Warp Gate) and look for the entrance to the inner caverns on the west wall.
- 9 Follow the cave to the west for another passage.
- 10 In this next room you can go either down into another cave or up into the next passage. Head down first and collect yet another Living Toy "Phoenix," then head back into the last room and take the northwest passage.



boss: MUSHMARE

HP	95
Special Attacks	Tongue, Bloodsuck
Items	Iron Sword

If you are around level 8, you should have no problem with the Mushmare. Use a Toadstool on it at the beginning of the battle to paralyze it. Keep attacking and it should be dead within 4 rounds.

- 11 Remember this room? You are finally on the other side of the blocked path. Follow the cave and take the next passage to the north.
- 12 As this next room opens up, look for a treasure chest lying on top of a cliff next to the waterfall. Open it for another Living Toy "Walkbomb," then head west to the next cavern.
- 13 Pick up a candy bar here in a hidden treasure chest on the west wall, then keep heading north through the passageway.
- 14 As you walk into this room, you see Baby sleeping comfortably in a large nest.
- 15 Apparently, Baby has eaten something it shouldn't have, and mother Galestork is quite unhappy.



boss: GALESTORK



HP	225
Special Attacks	Power Gale, Diving Beak
Items	Living Toy "Timeout"

This big bird can be a toughie, but luckily you can now employ Living Toys into battle to dish out some extra damage. As soon as the battle starts, deploy Pyro and Mr. O'Neil to deal out more damage. Watch out for the Galestork's nasty Power Gale attack, which can cause some major damage. If you get low on HP, use the Nurse Toy to replenish you. Keep attacking with Knight while Mr. O'Neil and Pyro help out, and the Galestork should be defeated within five rounds.



Pyro



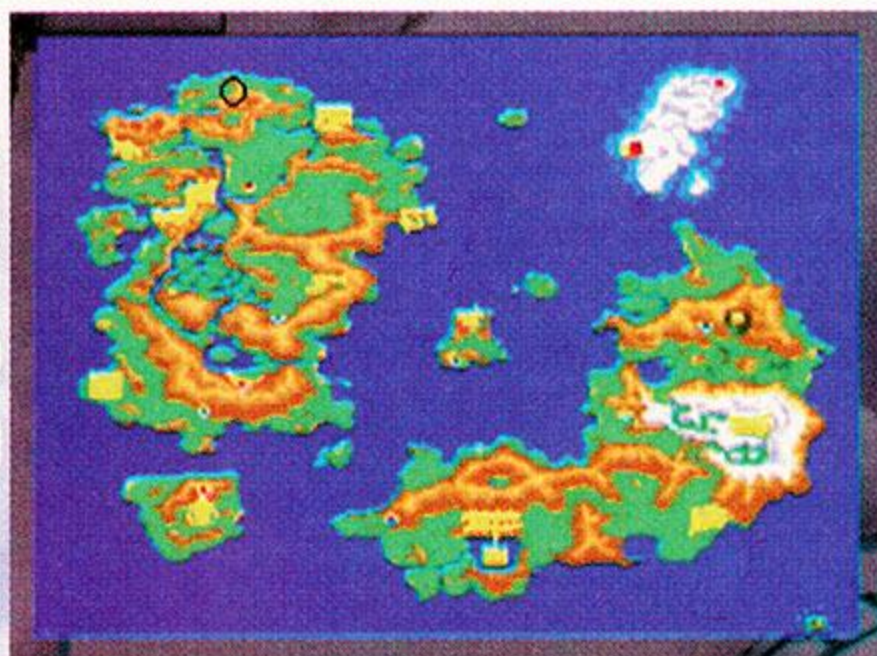
Mr. O'Neil

- 16** After defeating the Galestork, Baby gives you a Heavy Stone, which will have more relevance later on in the game. Suddenly the Galestork wakes back up and begins to chase you out of the cavern. As you are getting chased out, you

catch a glimpse of a treasure chest lying on the side. No time to pick it up as the Galestork chases you to a cliff. Nehani warns you that you are too heavy for her to pick up, but you try anyway. The next thing you see is blackness as you tumble off the cliff.

Coastal Inn

It seems that you have fallen under the care of an old couple while you were unconscious. Good thing old man Amos was down by the river when you were floating by! The true hero of the day is Bonik, a traveling merchant that carried you back to the Inn by himself.



Item List

Item	Cost
Hamburger.....	100 Rb
Cheeseburger.....	500 Rb
Bubble Gum.....	20 Rb
Terror Seed.....	20 Rb
AFM324.....	0 Rb

Items/Toys

Hamburger
Cheeseburger
Bubble Gum
Terror Seed
Living Toy "Mapster"

Tasks

- First go talk to Bonik. He has some good items that he is selling. If you refuse to buy anything from him, he'll give you one each of the items he carries for free! He tells you that he is opening a shop in Isten and will buy you dinner if you ever run into him again.
- Go downstairs and talk to Martha to give Baby a name. Talk to Amos to receive a Living Toy, "Mapster."
- Take special note of the Blue Cat that is in front of a treasure chest here. You won't be able to open this chest until later on in the game.
- Go outside the Inn and make use of your new Living Toy, "Mapster." Now the whole world is available to see.
- From this point on, Baby will be controllable. Be sure to feed Baby snacks every so often, communicate with it in battle, and treat it reasonably if it doesn't happen to retrieve any good items while on fetching missions. Make sure Baby is happy at all times! Although Baby is very weak, it will gain levels rather quickly and, through time, grow in strength.
- From the Coastal Inn, head north and east around the hills, and follow the path along the beach east, then south to reach Isten.
- Upon entering the outskirts of Isten, you see Bonik involved in an argument with a few rough-looking fellows. Come to find out, Bonik is being accused of selling a faulty weapon to a man named Richten. As Bonik is hauled off by two men, Richten introduces himself and makes a proposition: Take his place at the Mayor elections as his stand-in, and he will release Bonik. Bonik takes you into his home and tells you not to leave town. Seems you're stuck here for a bit.



The Blue Cat



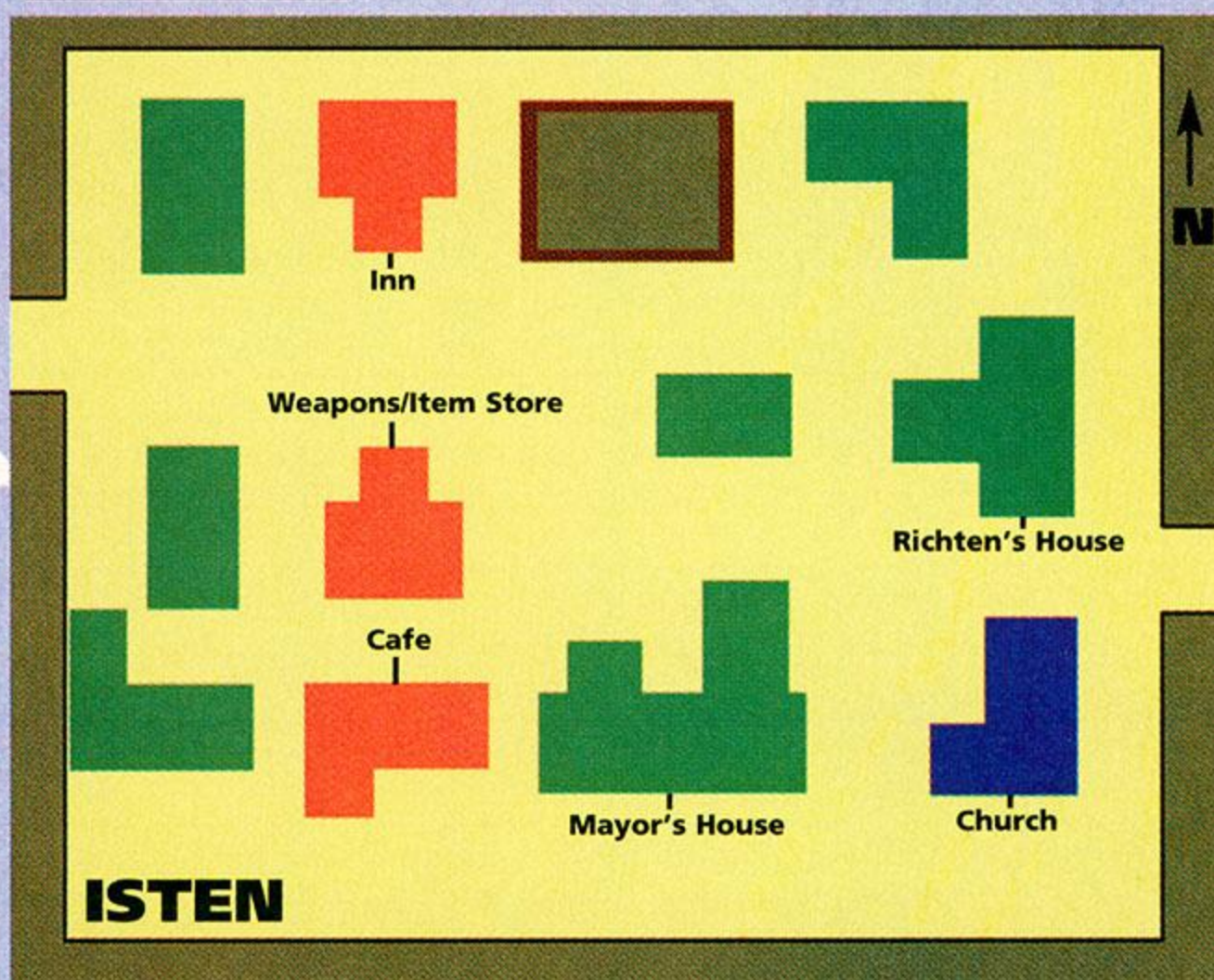
Baby is controllable



Bonik argues

Isten

The little town of Isten seems to be in a big uproar about the upcoming election. Everyone seems to think that Richter would be a less-likely candidate for Mayor, and are all rooting for the other electorate, Marco. Marco injured himself earlier that week so he elected to have a stand-in take his place in the electoral battle.



Apparently, since Richter found out he would most likely lose, he has bullied you into being his stand-in for the fight. Just like in real life, there are bets being made about who will win, but the opposition is tough, so gamble at your own risk!



Item List

Item	Cost
Candy Bar.....	10 Rb
Peach Potion.....	10 Rb
Angel's Tear.....	10 Rb
Wind Berry.....	15 Rb
Freedom Root.....	20 Rb
Sick Weed.....	10 Rb
Rotten Weed.....	15 Rb
Toadstool.....	20 Rb

Items/Toys

Candy Bar
Bug
Buccaneer Mail
Living Toy "Kimoni"
Living Toy "Contributor"



Weapon/Armor List

Weapon/Armor	Cost	Elements
Short Sword	100 Rb	None
Long Sword	110 Rb	None
Copper Sword	150 Rb	None
Iron Sword	200 Rb	None
Leather Armor	100 Rb	None
Padded Armor	110 Rb	None
Studded Armor	150 Rb	None
Iron Armor	200 Rb	None
Wooden Helmet	100 Rb	None
Iron Helmet	1,050 Rb	None
Wooden Shield	100 Rb	None
Wicker Shield	110 Rb	None
Copper Shield	150 Rb	None
Iron Shield	200 Rb	None
Ring of Calm	9,980 Rb	Protects vs. Confusion
Freedom Ring	9,980 Rb	Protects vs. Paralysis



Talk to Darkbeat



Wake up and get ready for battle



Tasks

- Head to the weapon shop and pick up an Iron Shield and Iron Helmet. Don't buy any armor just yet; there's a good piece of armor hidden in the town.
- Go to the southern-most edge of town and walk down the stairs, then head west along the small path to get some Buccaneer Mail.
- Walk behind the southwestern-most house and look here for a Living Toy, "Kimoni."
- Check the clock inside the Inn for a Candy Bar.
- Look for a Bug inside the house right above Marco's house.
- Talk to Marco inside his house, then stroll over to the Café and talk to Darkbeat at the bar.
- Go to the Mayor's house and talk to the Mayor and his daughter.
- Go to the Inn and sleep. When you awaken, Richter will be waiting to take you to do battle with Darkbeat and Ibkee.
- Darkbeat seems to be too much of a match for you and defeats you rather quickly. You wake up in the Inn, healing from your wounds. Take a trip over to Marco's house to get a nice reward of 500 Rb. Marco tells you to head to Zed Harbor to catch a ship that will take you to the eastern lands and God's Tower.
- On the way out check Richter's bedroom in his house to get a Living Toy, "Contributor."
- Exit the town through the east exit and follow the path east, then south to Zed Harbor. Watch out for pesky Snapdragons along the way.

Zed Harbor

This bustling port town has plenty of shops with expensive weapons and armor, so expect to spend a lot of time here trying to earn cash. There aren't too many points of interest here, but this town does lend the promise of a boat ride and passage to the eastern lands.

Items/Toys

Tower Shield
Wind Berry
Bug
Living Toy "Vampire"
Living Toy "Heal Bat"
Living Toy "Baron"

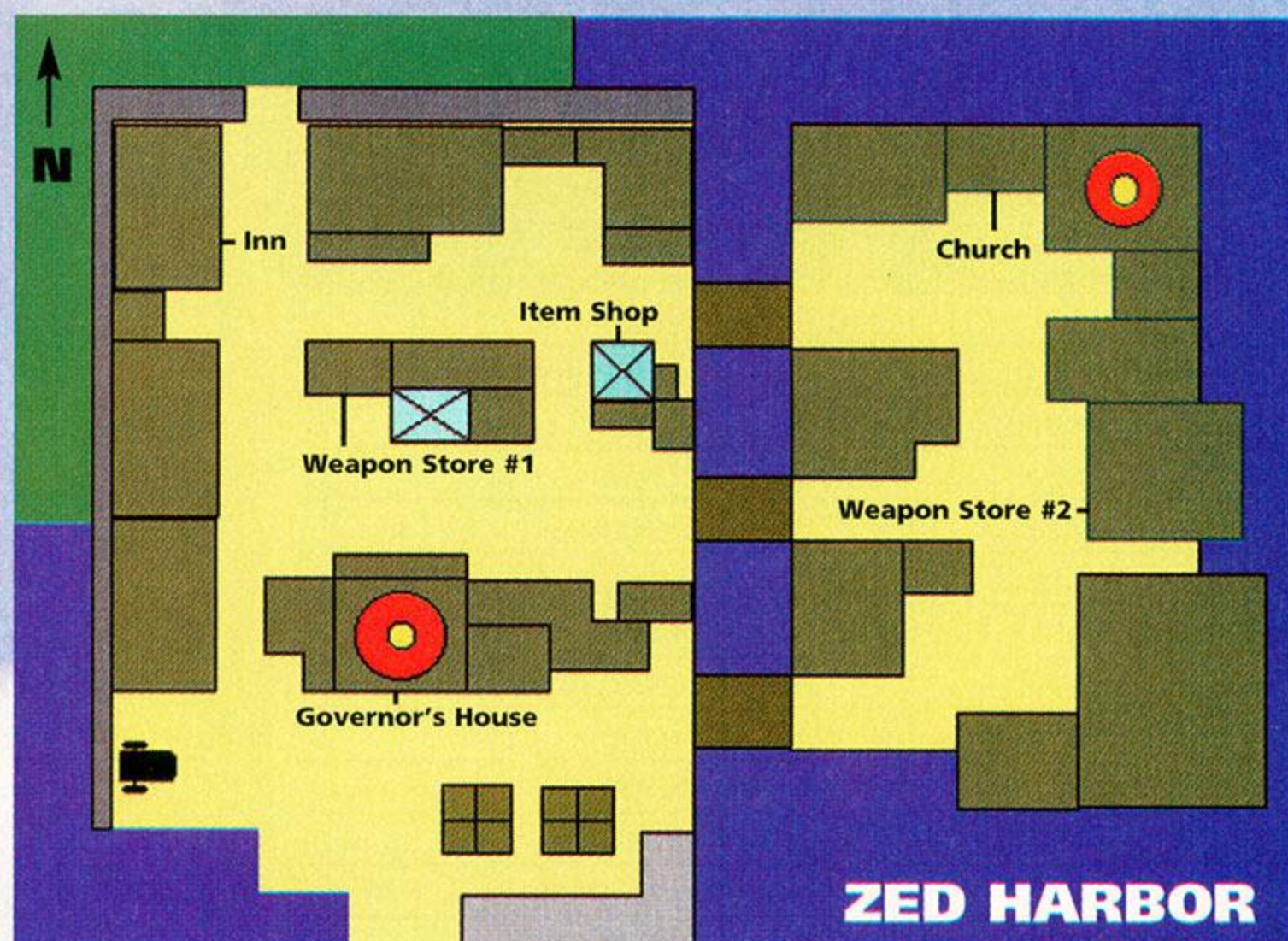
Item List

Item	Cost
Candy Bar.....	10 Rb
Hamburger.....	100 Rb
Cheeseburger.....	500 Rb
Peach Potion.....	10 Rb
Bubble Gum.....	20 Rb
Terror Seed.....	20 Rb
Go Go Bean.....	25 Rb
Snoozeweed.....	25 Rb



Weapon/Armor List (Shop 1)

Weapon/Armor	Cost	Elements
Steel Sword	300 Rb	None
Pirates Sword	400 Rb	Water
Sage Sword	500 Rb	None
Viking Sword	600 Rb	Earth
Laminated Armor	300 Rb	None
Brigand Armor	400 Rb	Water
Studded Armor	500 Rb	None
Viking Armor	600 Rb	Earth
Wooden Helmet	100 Rb	None
Iron Helmet	1,050 Rb	None
Full Shield	300 Rb	None
Pirate Shield	400 Rb	Water
Studded Shield	500 Rb	None
Viking Shield	600 Rb	Earth
Brave Ring	9,980 Rb	Protects vs. Fear
Wake Ring	9,980 Rb	Protects vs. Sleep





Tasks

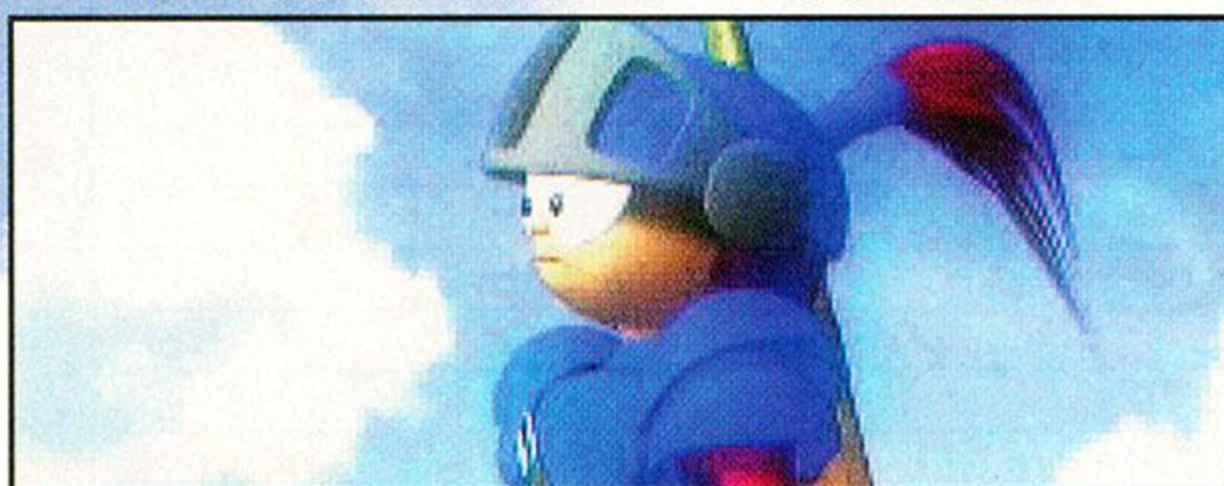
- 1 First things first: Upgrade your weapons and armor. Although this is a long and extremely boring process, it will be necessary to have top-of-the-line offensive and defensive capability from now on. If you are having trouble building up your money, head to the desert just west of town and fight the enemies there.
- 2 Go down to the southern end of town by the dock and look inside the cannon for a Tower Shield. Walk a little east and search the crates by the dock for another Bug. Look around the first set of crates for a Living Toy, "Minicar." Go to the Mayor's house and search the treasure chest upstairs four times to receive a Living Toy, "Baron." Leave the Mayor's house and go into the house just east and look for a Wind Berry here. Finally, head to the Artema Temple in the north east corner of town. Go upstairs and talk to the Artema believer to get another Living Toy, "Vampire." Walk back downstairs and go through two more rooms to the library. Search the bookshelf with the large opening to find yet another Living Toy, "Heal Bat."
- 3 Finally head to the ticket office in the southwest part of town. It seems that Bonik beat you to the punch and bought the last ticket. Maybe there's some other way to get on the boat. If you've already been by the Café, you may have overheard two customers talking about the Governor, and how he wants the Beast Emerald. Go talk to the Governor to see if he can help you out.
- 4 The Governor says he will give you tickets in exchange for the Beast Emerald of Kuldo. Leave the Governor's house and walk by the pier to briefly encounter Kalkanor and his group. They seem to be looking for the Beast Emerald as well. Leave town and head for the desert cave.
- 5 Kuldo is on the other side of the desert mountains, but luckily there is a cave that travels through the mountains to the other side. If you stopped by here before, that cavern would have been blocked. Now it seems that Rogo has finally managed to dig his way through! He asks you to deliver a Stone Tablet to Galik in Carmarthen. Next stop? Take a guess. While inside the cave, you can go inside Rogo's house and talk to a travelling salesman to buy items. Search the west wall of the cave for a Snooze weed. Leave the cave and head south, then east along the road until you reach Carmarthen.



Get the Beast Emerald of Kuldo



Rogo asks a favor



Weapon/Armor List (Shop 2)

Weapon/Armor	Cost	Elements
Mystical Sword	750 Rb	Water
Smash Sword	900 Rb	Earth
Raid Sword	1,050 Rb	Water
Elven Sword	1,250 Rb	Light
Eelskin Armor	750 Rb	Water
Rock Plate	900 Rb	Earth
Neptune's Armor	1,050 Rb	Water
Elven Armor	1,250 Rb	Light
Viking Helmet	1,250 Rb	None
Viking Shield	600 Rb	Earth
Eelskin Shield	750 Rb	Water
Marble Shield	900 Rb	Earth
Oyster Shield	1,050 Rb	Water
Elven Shield	1,250 Rb	Light
Cobra Ring	9,980 Rb	Protects vs. Poison
Heat Ring	9,980 Rb	Protects vs. Freezing

Carmarthen

Boasting proudly of its coal mine, Carmarthen sits snuggled in the eastern hills surrounded by swamps. Although not much to see here, the townsfolk offer some information about the Kuldo swamps and the Beast Ruby that resides there. You even hear some rumors that Kalkanor has already left for the ruins to capture the Beast Ruby for himself.

Items/Toys

Bone Shield
Living Toy "Miner"

Item List

Item	Cost
Hamburger.....	100 Rb
Cheeseburger.....	500 Rb
Spinach Snack.....	800 Rb
Peach Potion.....	10 Rb
Sick Weed.....	10 Rb
Rotten Weed.....	15 Rb
Toadstool.....	20 Rb
Wooden Cross.....	1,000 Rb



Weapon/Armor List (Shop 2)

Weapon/Armor	Cost	Elements
Elven Sword	1,250 Rb	Light
Dragon Sword	1,450 Rb	Darkness
Scorpion Sword	1,650 Rb	None
Dwarf Sword	1,900 Rb	None
Dragon Armor	1,450 Rb	Darkness
Scorpion Plate	1,650 Rb	Darkness
Dwarven Mail	1,900 Rb	None
Roman Armor	2,150 Rb	None
Wooden Helmet	100 Rb	None
Iron Helmet	1,050 Rb	None
Dragon Shield	1,450 Rb	Darkness
Scorpion Shield	1,650 Rb	Darkness
Dwarven Shield	1,900 Rb	None
Zeus' Shield	2,150 Rb	None
Ring of Calm	9,980 Rb	Protects vs. Fear
Wake Ring	9,980 Rb	Protects vs. Sleep

Tasks

- 1 Upgrade weapons and armor. The monsters in this area aren't too tough, and they give out a pretty decent amount of cash so you should have all new weapons and armor within a half hour.
- 2 Go to the east end of town and into the mine. Go down the first side tunnel to get a Living Toy, "Miner," then go and search the ore cart to find a Bone Shield.
- 3 Go to the southwest part of town to Galik's house. Galik doesn't seem to be home right now, so you'll just have to hold on to the Stone Slab until later.
- 4 Make sure you have plenty of healing items and Peach Potion. Prepare to head to the Kuldo ruins inside of the swamp.
- 5 Exit the town to the north and walk west until you get to the outskirts of the swamp.
- 6 Here are the directions to the swamp from the entrance (north is up). Note: the directions indicate that there is a walkway to the next piece of land: south, west, west, south, north, east, north, northeast, east, south, west, south, east, south, south.



Kuldo Ruins



The Living Toy "Freud" is guarded by Mimic

Buried deep in the Kuldo swamp, the ruins are home to many monsters and treasures. The race is on to get the Beast Ruby before Kalkanor and his party. After checking Galik's house, there will be a travelling merchant outside of the entrance to the ruins that will let you sleep and save for free.

Items/Toys

Candy Bar x2
Cheeseburger x2
Peach Potion
Sword of Might
Kuldian Armor
Living Toy "PsychoDoc"
Living Toy "Foreman"
Living Toy "Freud"
Living Toy "Clericy"
Living Toy "Angel"



Tasks

- From the entrance, head straight south to the next room. This room will have three paths that you can take, south, southeast, and south west. Take the southwest passage first. Look along the corridor for a Living Toy, "Psychodoc," then take the stairs up to the next room.
- This large room contains many items, however getting to the upper level is necessary to retrieve the Living Toys here. The chests along the north and south wall contain Candy Bars, and the chest in the middle of the room contains a Living Toy "Freud" that is guarded by a Mimic. The Mimic isn't too tough, and should be defeated within four rounds. After beating the Mimic, take the entrance in the south west corner.
- Go up the stairs and take the south entrance first to get some Kuldian Armor, then head back toward the north and back into the large room (2).
- Follow the wall until it ends and check the two treasure chests for two Living Toys: "Freud" and "Clericy." Next, go out the way you came and go back to the room that had three passageways (1).
- Now take the southeast passage, and check the corridor for a Peach Potion. Head down the stairs, and you should now be at a corridor with red light coming from it. Walk through the entrance.
- This room is filled with puddles of molten lava and structural debris. Make your way through the room to the exit on the south wall.
- This room is also filled with pieces of buildings and pools of lava. From the entrance go straight south and into a small cave that contains a Living Toy, "Angel." Then go back through the opening and go west across the land bridge to the other side where a Cheeseburger awaits on the west wall. Grab the burger and take the entrance right above you on the southwest wall.
- Taking the north exit from this room will only result in looping back to the beginning, so head west over the bridge instead.
- In this room, head north across a land bridge, then head west across another bridge to a platform. At the platform head south again across another bridge and grab the treasure chest with a Cheeseburger before going through the exit.
- Although there is a visible exit as soon as you enter this room, look carefully at the west wall. If you rotate the camera, you will see that there is a small passage there. Grab the treasure chest here with the Sword of Might and then go through the exit.
- In this final room, you catch up with Kalkanor, only to find out that you have arrived too late. He has already defeated the Winged Lion and taken the Beast Emerald. You overhear Kalkanor say that there are three more to go and that he is one step closer to world peace. Since Kalkanor now possesses the Emerald, you decide to make a final trip back to Galik's house to see if there might be another way to get on board the ship at Zed Harbor. If you walk near the fallen beast and take a look at it, it will ask you about the gem and you will be forced into a fight.

boss: WINGED LION

HP	400
Special Attacks	Meteo, Terror Voice
Items	White Shield

It's a good thing that Kalkanor and his party have

already battled with this monster and have weakened it greatly. When the battle starts, employ Pyro and any other Living Toy of your choice. The Winged Lion has two nasty spells he likes to use, Meteo and Terror Voice. Particularly watch out for Meteo since it can do high damage to both of your characters. Keep your HPs up with Kimoni or Nurse and keep attacking. If you are around level 22, you should be able to defeat the Winged Lion within five rounds.

Tasks

- After defeating the Lion, head out of the Kuldo Ruins, stopping to rest and save your game on the way out. Finally, head back to Galik's house in Carmarthen.
- Back at Galik's house, give him the Stone Tablet and sit back as he explains to you about the Warp Key. He explains that there are tunnels all over the world that are connected, and if you journey down into his basement, you will see a gate that looks very similar to the one in Kell. Before leaving Galik's house, check upstairs for a Spinach Snack.
- Go back to Zed Harbor and go to the Governor's house. Kalkanor is explaining to the Governor about the Beast Emerald, and how it will help save the world when Nehani tells you to show them the other stone. Remember the stone that Baby gave you back at the Cave of Fear? It seems that this is another one of the "Holy Stones" that Kalkanor is searching for. You offer Kalkanor a trade: the Heavy Stone for ship tickets. With no hesitation he accepts your offer. It seems that you can get on the ship after all.
- Before boarding the ship, make sure you have all the items you need: Bubble Gum, (which is Baby's favorite snack, in case you haven't figured it out) weapons, armor and healing items.
- Talk to everyone on the ship. One sailor mentions that a yellow Dinosaur is on board. Could that be DarkBeat's sister Ibkee? Before heading back to your cabin, check the phonograph on the bridge for a Toadstool. After waking up, head down to the bottom of the ship and check the treasure chest for a Peach Potion. After waking up, walk around the ship and make sure that you talk to everyone. You hear a story about God's Tower, how and evil drag on was sealed there long ago. When you've had your fill of the ship, walk back to your cabin to get some rest. Next stop: Jungo!



Yikes! Too late!



Learn about the Warp Key



Jungo

Every vacationer's paradise, Jungo is basically a giant tourist trap on an island in the middle of

nowhere. Jungo does have some high quality weapons and armor for sale, so stay awhile to pick up what you can. You also find out that Darkbeat lives here as well, and what his main purpose is on the island.

Weapon/Armor List

Weapon/Armor	Cost	Elements
White Sword	2,400 Rb	Light
Broad Sword	2,700 Rb	none
Thunder Sword	3,000 Rb	Wind
Fire Sword	3,300 Rb	Fire
White Armor	2,400 Rb	Light
Bone Plate	2,700 Rb	none
Thunder Plate	3,000 Rb	Wind
Fire Armor	3,300 Rb	Fire
Wooden Helmet	100 Rb	none
Iron Helmet	1,050 Rb	none
White Shield	2,400 Rb	Light
Bone Shield	2,700 Rb	none
Thunder Shield	3,000 Rb	Wind
Fire Shield	3,300 Rb	Fire
Brave Ring	9,980 Rb	Protects vs. Fear
Wake Ring	9,980 Rb	Protects vs. Sleep

Items/Toys

Bug
Go Go Bean
Living Toy "Ditchmobile"
Living Toy "Ringside"
Living Toy "Terroroid"
Living Toy "Terroroid"

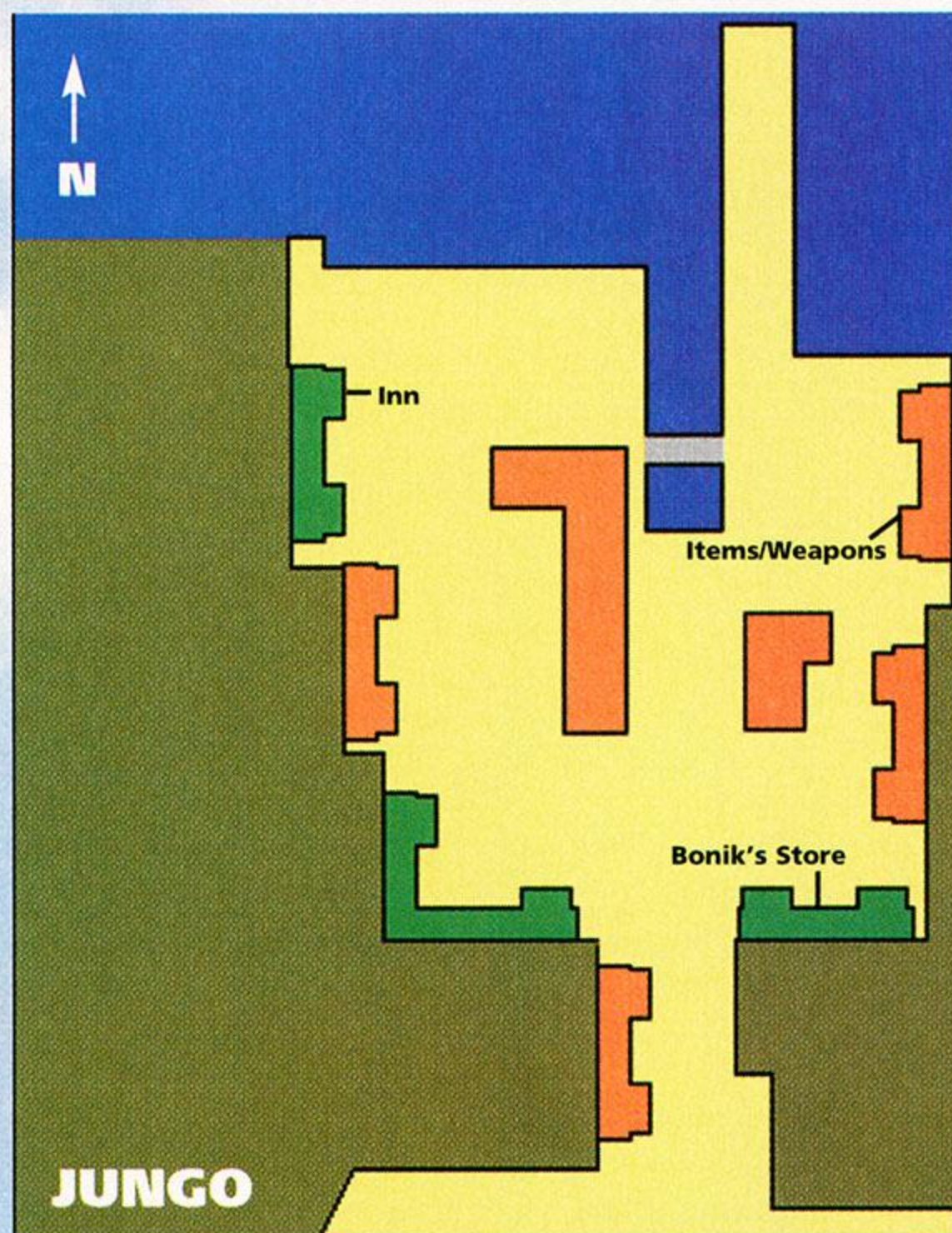
Item List

Item	Cost
Candy Bar.....	10 Rb
Hamburger.....	100 Rb
Cheeseburger.....	500 Rb
Peach Potion.....	10 Rb
Bubble Gum.....	20 Rb
Terror Seed.....	20 Rb
Go Go Bean.....	25 Rb
Snoozeweed.....	25 Rb



Tasks

- 1 If you have any extra money, now is the time to spend it. Pick up a weapon and some armor at the store, as well as any other items you may need. Be sure you stop by Darkbeat's house, Bonik's Item Shop, and the house of the married couple. When you go inside to talk to the married couple, they give you the opportunity to name their first child.
- 2 After naming their child, the couple will be very happy and will give you a Living Toy called "Ditchmobile." Last but not least, make sure you talk to Pengie to get another Living Toy, "Ringside."
- 3 After sightseeing a bit, travel on over to the Lighthouse at the southeastern part of the island. Climb all the way to the top to get a Living Toy, "Mi Armour."
- 4 When you've had your fill of Jungo, go ahead and head back to the dock, then get back on the boat.
- 5 Once on the ship, go up to the top deck to the bow and pick up another Living Toy, "Terroroid."
- 6 Talk to the rest of the passengers, then walk back up the stairs to the main deck. On the way out, Baby gets seasick and Nehani suggests that Baby gets some air.
- 7 As you get to the top deck, the ship starts to rock violently.
- 8 Off in the distance you see a huge Sea Serpent and with one violent shake, you, Baby, and Nehani are tossed overboard!



Kerple

Washed up on the shore of some uncharted desert isle (no, not Gilligan's), you find yourself on a strange beach with Nehani. As you wander around the island, you find yourself in the middle of a village where Baby is seemingly being held hostage.

boss: YUGONGA

HP	650
Special Attacks	Dream Rain, Limb Grab
Items	None

When the battle starts, deploy two Living Toys. Contributor and Pyro seem to do a good amount of damage against Yugonga. Make sure you don't deploy a third Living Toy in case you need to heal yourself with Kimoni. Whenever you get the chance attack Yugonga for extra damage. If you are around level 25, you shouldn't have any trouble defeating him.



Baby is Released!



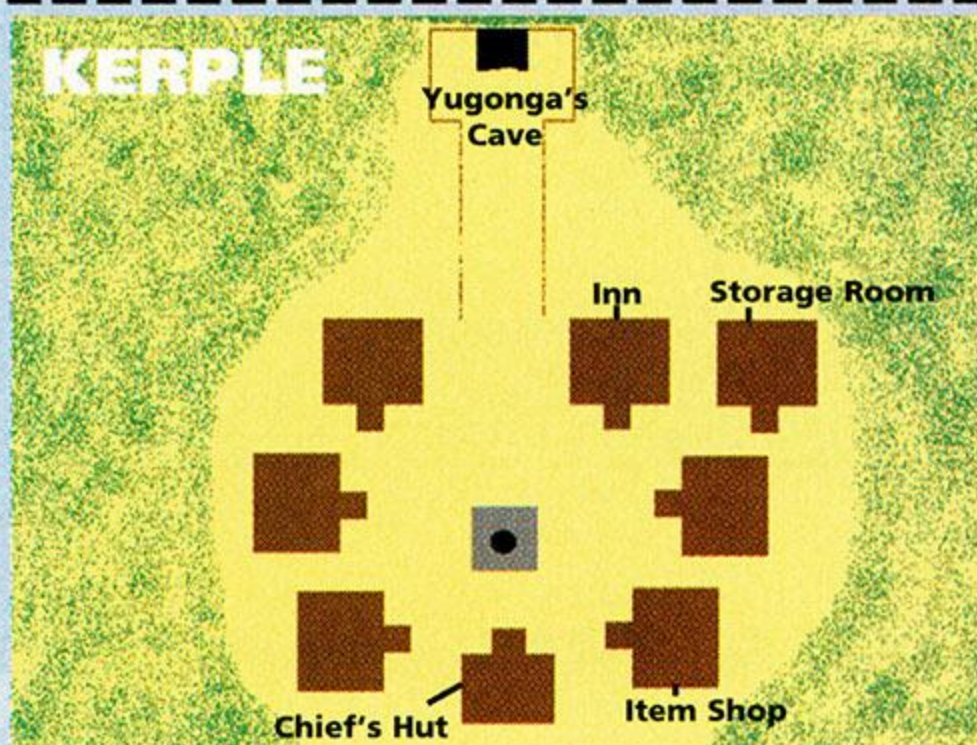
Use the Chester Flute to call the Water Bug

Item List

Item	Cost
Hamburger.....	100 Rb
Cheeseburger.....	500 Rb
Spinach Snack.....	800 Rb
Peach Potion.....	10 Rb
Sick Weed.....	10 Rb
Rotten Weed.....	15 Rb
Toadstool.....	20 Rb
Wooden Cross.....	1,000 Rb

Items/Toys

Peach Potion
Cheeseburger
Crystal Armor
Crystal Shield
Living Toy "Mudsy"
Living Toy "Samurai"
Living Toy "Pippanick"
Living Toy "Hobo Joe"



Tasks

- Upon approaching Baby, the Kerplens refuse to turn him over to you. They let you know that the Evil God Yugonga is angry, and Baby will be sacrificed to appease him. Walk over to the Chief's hut. He explains to you that he has to sacrifice Baby unless someone can destroy Yugonga. While you are in the Chief's hut, check the treasure chest for a Living Toy "Mudsy."
- Talk to the rest of the townsfolk to find out about the sacrifices, the monster that lives in the cave north of town and the "Holy Treasure" that is contained in the cave. There is an inn and an item store here, so stock up on as many healing items as necessary before heading into the north cave to confront Yugonga. Finally, go north through the town to Yugonga's cave.
- From the entrance, walk straight north to the next part of the cave. In this next passage, walk north, then east, then north again to the next room.
- In this next room, open the treasure chest right above you for a Living Toy "Pippanic," then walk east and pick up the Crystal Armor before exiting to the south.
- From the entrance pick up the Cheeseburger right in front of you, and go east across the bridge. Grab the Peach Potion and go through the exit to the north.
- This is the room where Yugonga lives.
- After defeating Yugonga, take the west exit in the room. Check the treasure chests for a Crystal Shield and a Living Toy, "Hobo Joe." Be aware that when you open the chest that contains the Living Toy, you will have to fight a Mimic.
- Back in Yugonga's room, there is another exit at the north end of the cave. Although you can take the exit here, you will not be able to enter the Beam of Light that is here until later in the game.
- Head back to the entrance.
- As you exit Yugonga's cave on the way back to Kerple, the Chief thanks you and releases Baby. He then invites you to join in the celebration back at the village.
- The Chief tells you that you are a great warrior, and that anything you ask for he will give it to you. You have one small request: a boat. The village doesn't have a boat, but he does give you the next best thing: the Chester Flute. He explains that if you use it on a beach, you won't need a boat anymore.
- Before walking to the nearest beach, journey over to the village storehouse to pick up a very useful Living Toy, "Samurai."
- Finally, go to the beach on the north west side of the island and use the Chester Flute. When the flute is played, Chester the Water Bug comes and offers you a ride. Finally! The oceans are yours to explore freely!

Join us next issue for part 2 of our *Guardian's Crusade* strategy! See you then!

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As promised, here's a mighty tasty Doraemon lunch served hot for you!

Continuing its successful trend of "music" games (a.k.a. the Bemani series), Konami adds *Guitar Freaks*

to the line-up. The arcade machine comes with two controllers shaped like electric guitars. The game plays exactly like *Beatmania* where the player must hit the right notes at the right time, except you do it with the fake guitar! The guitar controller has three buttons on different parts of the neck with a strumming lever for the right hand. The key is to press the correct button on the fret while using the strumming letter; you can't just play a note, you gotta strum it! There are twelve original songs all together, ranging from blistering, high-intensity metal to laid-back, breezy jazz. If you don't miss a note and really start cookin' then you'll receive a Wailing Bonus. If you keep botching the song, you'll get booted off the stage! *Guitar Freaks* should be making its way into the arcades out here soon, so get ready to bend over backwards, throw your head back and be a guitar god.



JAPAN REPORT!

But It Goes to Eleven!

This awesome cabinet has two guitar controllers shaped like Fender Stratocasters.

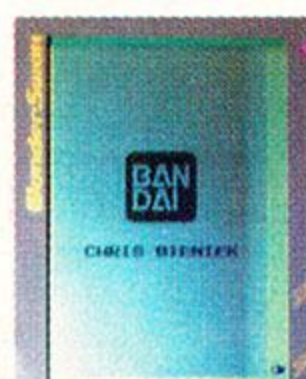
The guitar itself has three buttons as frets and a strumming lever. You're shredding, dude!



The WonderSwan uses one AA battery. That's good news for light travelers!

GUNPEI'S WONDERFUL MACHINE

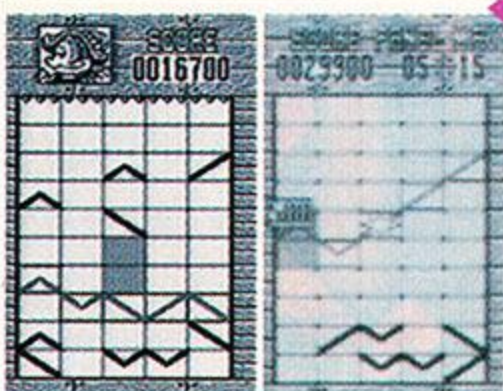
Bandai's WonderSwan was finally released in Japan in early March to an eager buying public. Chris brought one back from his recent Japan trip where he bought it the day it went on sale; the WonderSwan sold more than 200,000 units in the first four days! The little hand-held was designed by none other than the late Nintendo genius, Gunpei Yokoi, creator of the Game Boy and Virtual Boy. Originally, Bandai expected to team up with Sega and become the official accompanying hand-held device for the Dreamcast. Since Sega preferred the Neo•Geo Pocket, the WonderSwan will now feature hand-held versions of many popular Sony



You can personalize the WonderSwan by entering your name at a special menu; it will then appear each time you turn it on!



Bandai rented out this storefront in the Akihabara district (Tokyo's video-gaming nerve center) to demo the new machine.

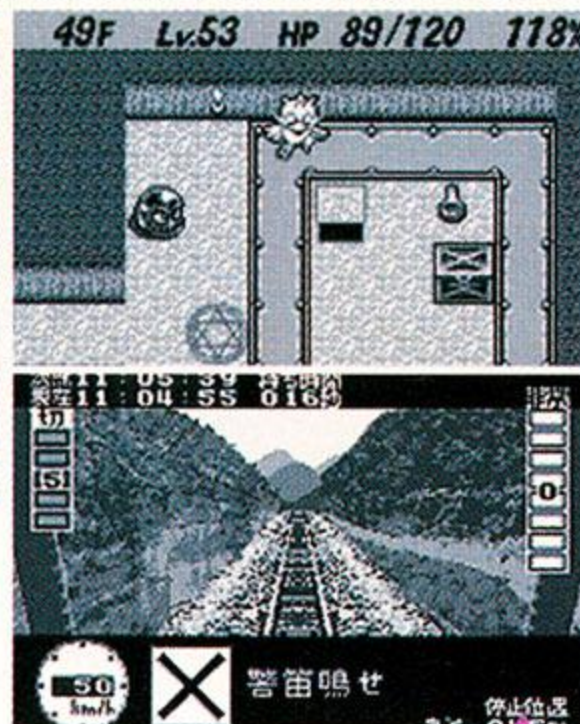


Gun Pey (named after Yokoi) was one of the launch titles for WonderSwan. It's a puzzle game where the objective is to clear the lines by connecting them from one end of the screen to the other.

WonderSwan will come to the U.S. is, at this point, entirely speculation. All we have to say is that it would be a crying shame if it never makes it out here, cuz this little bugger rocks!



Beatmania for the WonderSwan will come with a turntable!



Huge launch titles like *Chocobo's Mysterious Dungeon* and *Densha De Go!* insured a successful debut.

Giant Lara

Back in March, Enix erected a giant forty-foot Lara Croft balloon in front of Shinjuku station to promote *Tomb Raider III*. A commercial for the game was also shot on the spot where hundreds of guys worshipping the huge icon. The balloon apparently cost Enix a whopping \$55,000 and another \$1,500 just to fill it with air! A date with Lara ain't cheap!



BACK ISSUES

1996

March - Samurai Shodown III: Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazoorkatone

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NIGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

October - Castlevania Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Odyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September-Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

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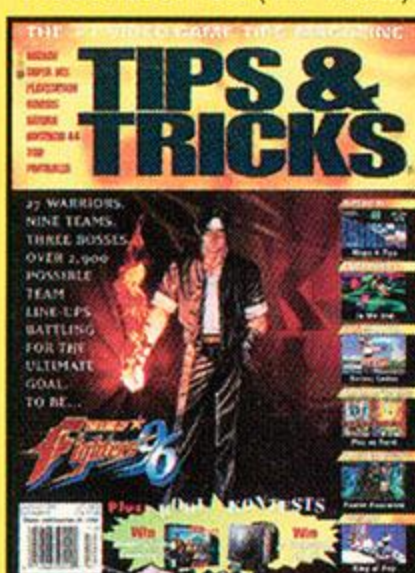
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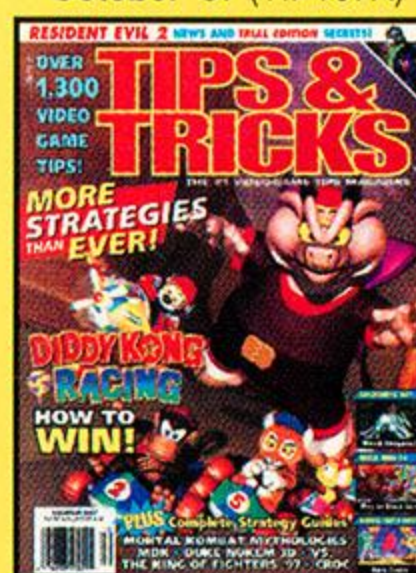
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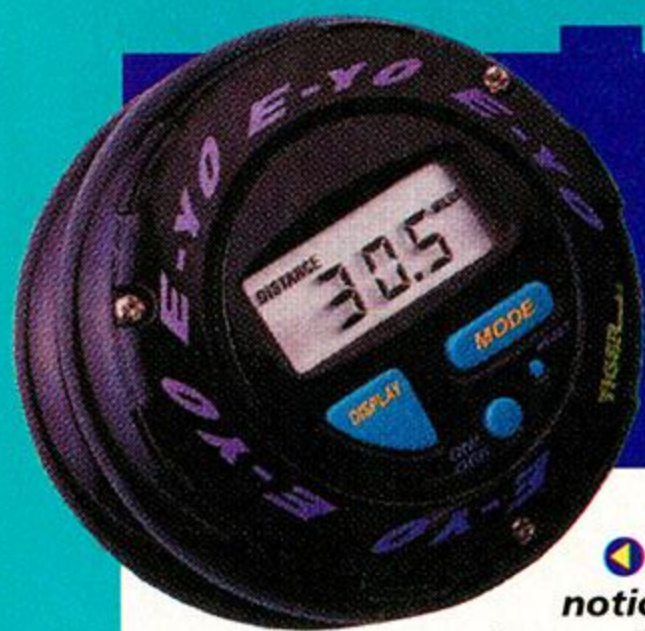


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Cool Zone



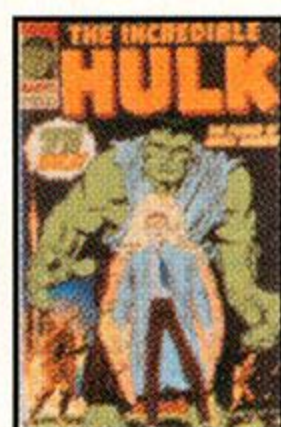
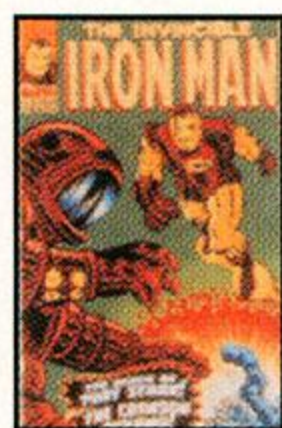
◀ In case you haven't noticed, yo-yos are making a tremendous comeback these days. It's no surprise then, to see the release of Tiger's E-Yo, a super deluxe yo-yo with a twist. The E-Yo actually keeps track of the device's cumulative distance via its built-in LCD window and more. Not only that, but E-Yo looks really hi-tech! Available now in several colors. MSRP: \$14.99

◀ Mmmm...candy! This candy is from Japan and tastes a lot like those little pellet candies which Bandai usually packs with its small plastic toys. Import only.

This drink is from Japan and tastes so-ooo good, we can't even begin to describe it! The glass bottle is really gimmicky. Once you break the seal and screw off the cap, you poke the top portion with a piece of the cap. This pushes a glass marble down and into the upper part of the bottle, and it looks cool! Anatole says that this beverage has been a favorite at Japanese carnivals and the like for many, many decades. Import only.



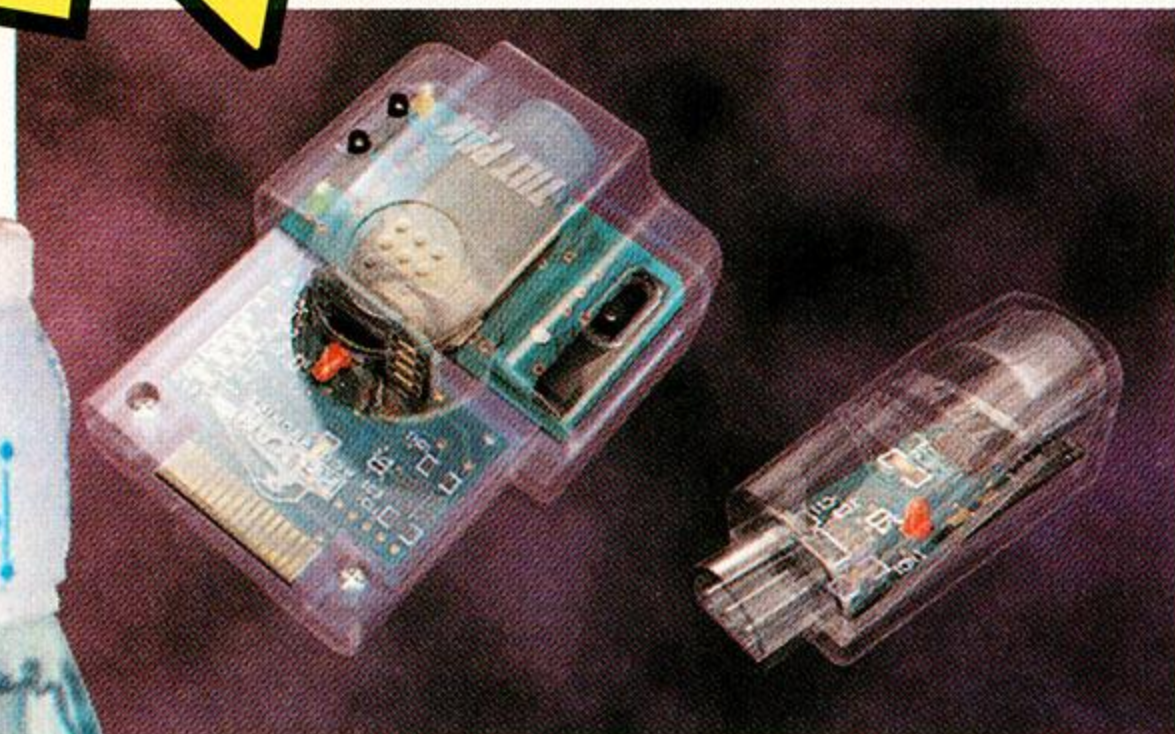
◀ Fox Home Entertainment has at last answered our prayers. A couple of months ago, the company released classic Marvel Comics cartoons from the '60s—the same cartoons which Chris and Jim have been dreaming of for years! Six videos are available: Iron Man, Sub-Mariner, Captain America, Amazing Spider-Man, Mighty Thor and Incredible Hulk. Each one contains two vintage animated episodes as well as an exclusive interview with Stan (The Man) Lee, founder of Marvel. MSRP: \$14.98 ea. For those Marvelites who insist on the very best for their collections, Fox has also released two specially packaged boxed sets: Marvel's Mightiest Super Heroes and Marvel's Greatest Avengers. Each one-of-a-kind boxed set contains three videos, a collector's coin, a classic comic book reprint and a numbered lithograph. MSRP: \$59.98 ea. Man, life is good!



◀ We didn't know what to expect when we picked up this little goodie cup at our local Japanese import store, but we couldn't resist the charm of the funny little pink alien who smiled at us from the package. Inside were crunchy chocolate candies in the shape of little aliens!



MISTER POWERS, ALLOW ME TO INTRODUCE MY NEW HENCHMAN. HIS NAME... FAT BASTARD.



◀ Say hello to one of the most kick-butt peripherals of 1999: Pelican Accessories' N64 Tilt Pak. This awesome gadget brings a new level of excitement to Nintendo 64 gameplay. The Tilt Pak allows your N64 controller to sense actual control pad movement. Although compatible with most N64 games, it's perfect for racing and flying games. Tilt the controller to the right to make your vehicle move right; tilt to the left and, well, you get the idea. But that's not all; this little miracle includes two levels of rumble control. To get an idea just how the thing works, we bench-tested this device with several games. After playing Aero Gauge, F-Zero X, WipeOut and Mario Kart, we were absolutely impressed. The N64 Tilt Pak comes with a dongle which connects to the N64 control port; the Tilt Pak is then inserted. Available in May. MSRP: \$29.99. Pelican is also releasing a motion-sensing PlayStation controller, the PSX Tilt Force2. We'll have a full report next month.

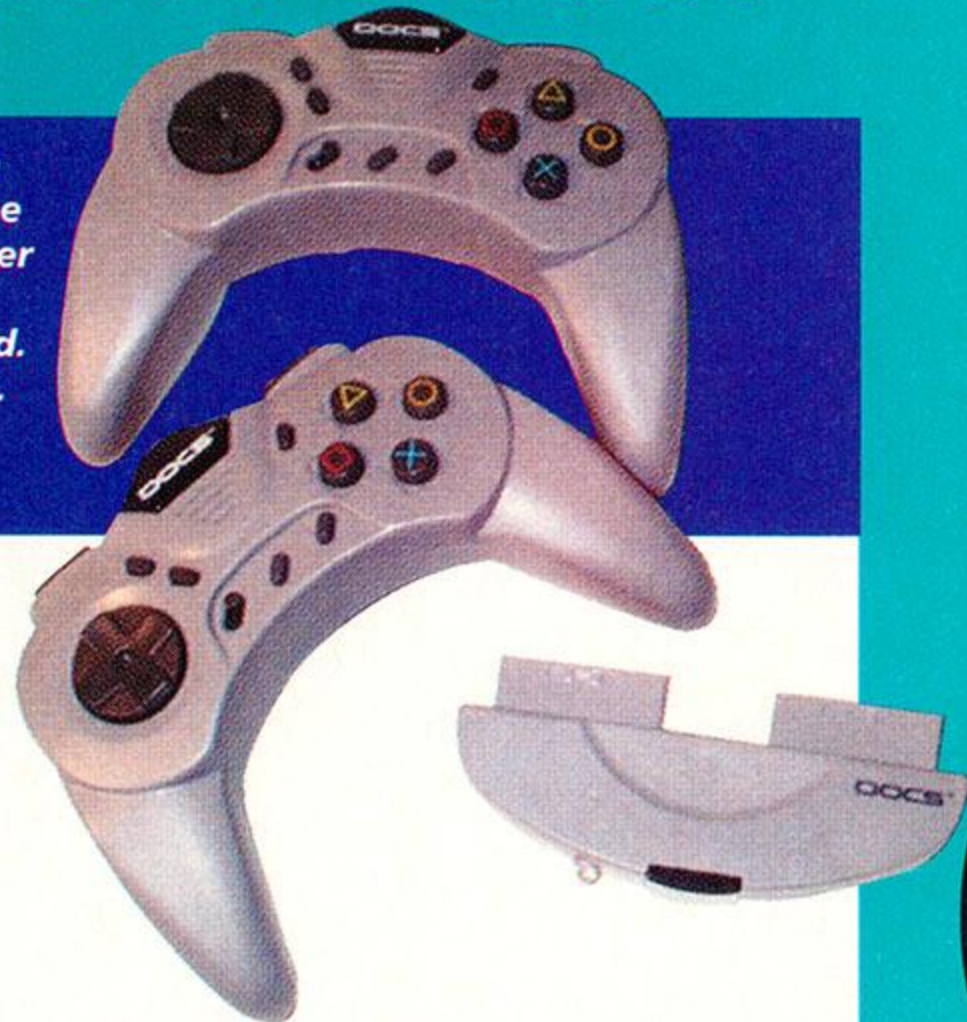


◀ Speaking of that sugary-sweet pellet candy that we love so much, here are the latest Bandai candy/toy packages that can only be found in Japanese candy and grocery stores. These guys make up the GingaRobot Trio, plastic mini-model kits in primary colors. You put them together, you apply the little metallic stickers, you smash them into a heap of polystyrene as you go insane from the sugar rush that inevitably comes from eating too many of those little yellow candies that they're packaged with.

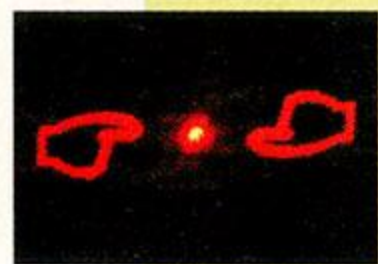
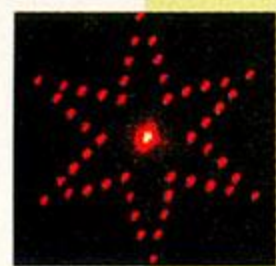
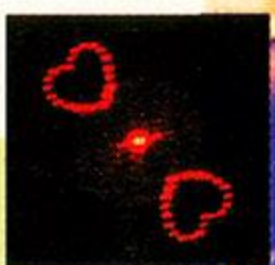
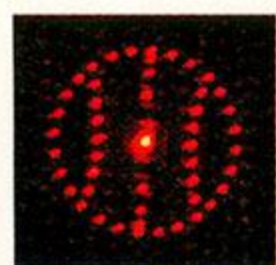
If you're lookin' fer love in all the wrong places, this funky star-shaped thing might be able to help. Love Match serves as a funny little match-making tool. Punch in your main interest, whether it be dancing, watching movies, talking, etc. If you're just looking to (ahem) get busy, then simply indicate "lover." Okay; once that's been done, start walking around the city—if someone in the vicinity has a Love Match device with a similar interest punched in, your gadget goes off like beeper, warning you to be on the lookout for that "special someone". Dang, how desperate do you have to be these days to resort to something like this? Available now from Innovation. MSRP: \$6.99



This is a tasty ice cream cone candy treat. Tyrone ate this so fast, we never had a chance to read what the heck it's called. Oh well! Import only.



⬤ This wonderful set of wireless PlayStation controllers from Doc's is worth the \$39.99 that it costs at your nearest Electronics Boutique or Babbages Etc. A standard eight-button layout is featured, along with an auto-fire and slo-mo option! Take it from us, these babies are precise, you'll love 'em. Now all Jim needs is a portapotty and an IV bag filled with Gatorade, so he won't ever have to lift his butt off the couch again! Available now.



We really dig the X Laser Pointer! This key-chain/toy is shaped like the head of an alien and emits eight different laser patterns, each of which can be focused using its built-in dial. You can never have too many alien toys! Available now. MSRP: \$14.95



⬤ Doraemon Strawberry gum by Lotte. The package looks a lot like a band-aid box. The gum itself is shaped like little pink furballs, but tastes yummy!



⬤ Funny Japanese animal cookies! Each snack treat is imprinted with its name (i.e. "lion"). Anyway, Tyrone ate most of these up, too. We should just kill that guy or somethin'. Import only.

⬤ These are the most wonderfully tasty caramel treats on the face of the Earth! Why, Jim ate so many, he had to have his stomach pumped out at the local hospital. We're kidding, of course. Import only.



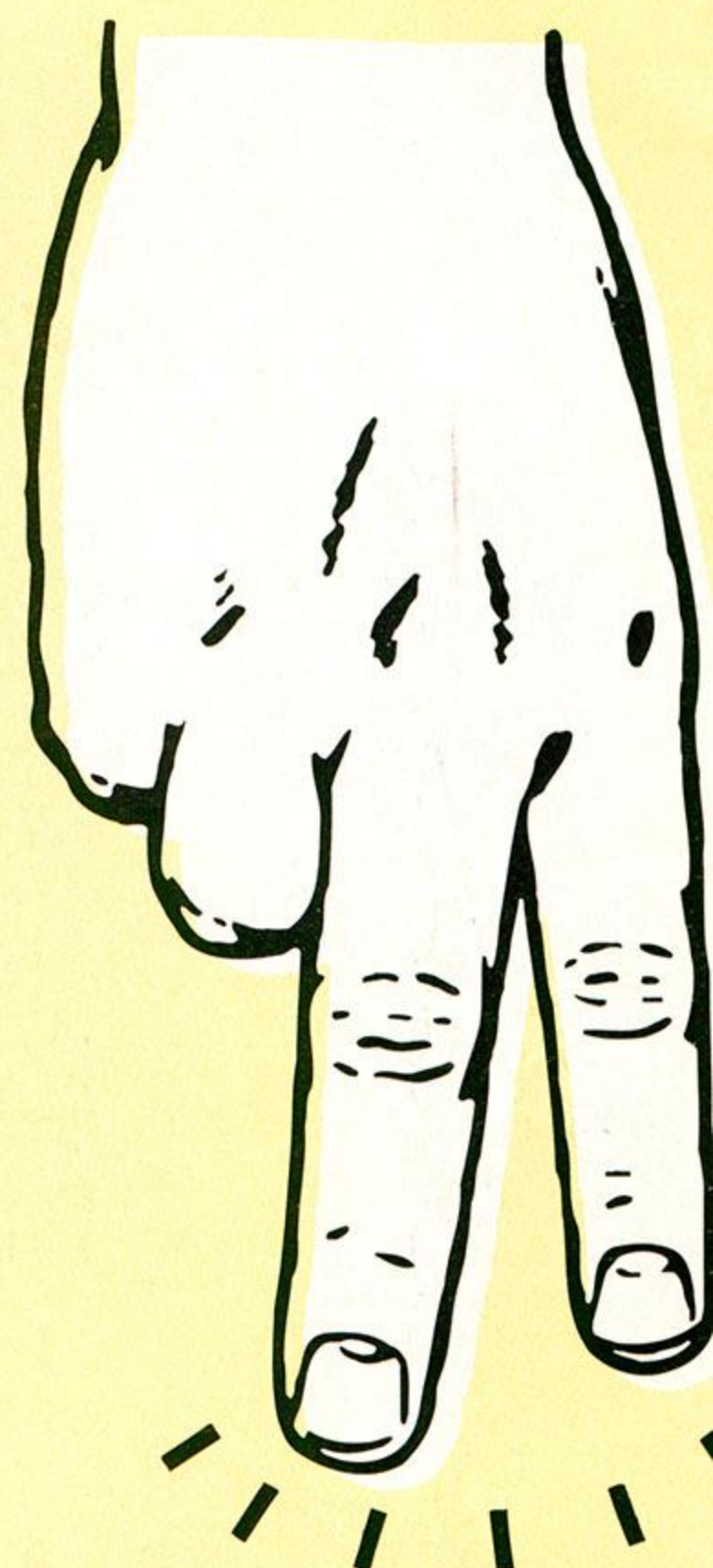
⬤ Tiger handheld roundup! First, three new Arcade Classics have been made available: Keystone Kapers, Pitfall! and Rampage. Each is housed in a stylized little cabinet and runs on two "AA" batteries. MSRP: \$8.99 ea. Next, we have Tiger's CatDog game. Based on the popular new animated series from Nickelodeon, the player has the ability to control either end of CatDog, who—as you may or may not know—is half cat and half dog. Since Cat and Dog have the ability to stretch their body to ridiculous lengths, they can almost be in two places at once. MSRP: \$14.99



fig. 1



fig. 2



Fastball

Welcome to

Ken Griffey Jr.'s
SLUGFEST™

Junior's on fire, as usual. And now you can join him in the season's newest game, Ken Griffey Jr.'s **SLUGFEST™**. It's inning after inning of slick-fielding, power-hitting action. Play as your favorite team, pick your favorite players or create your own player. With updated stats, teams and stadiums, it's a game so real, you may think you've died and gone to Cooperstown.

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Curve



Griffey

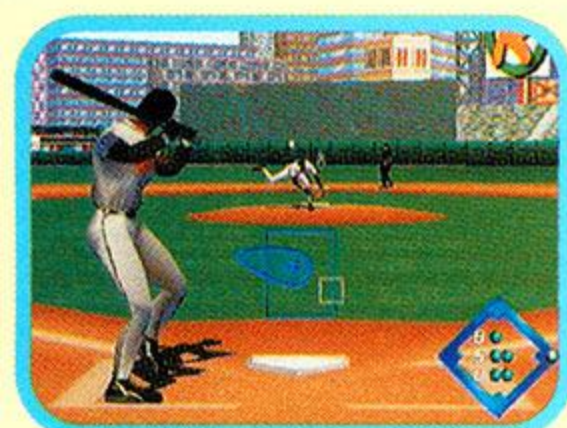


fig. a) WHAM!

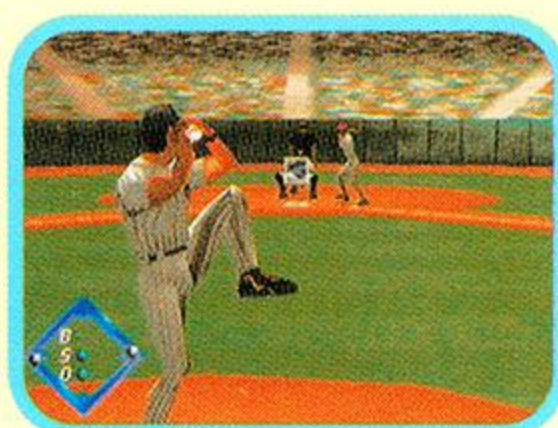


fig. b) CRACK!

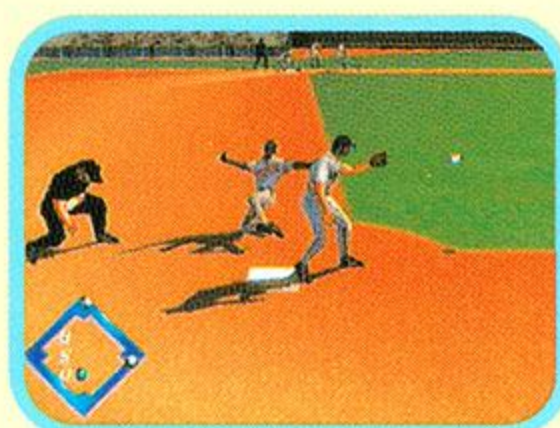


fig. c) SLIDE!

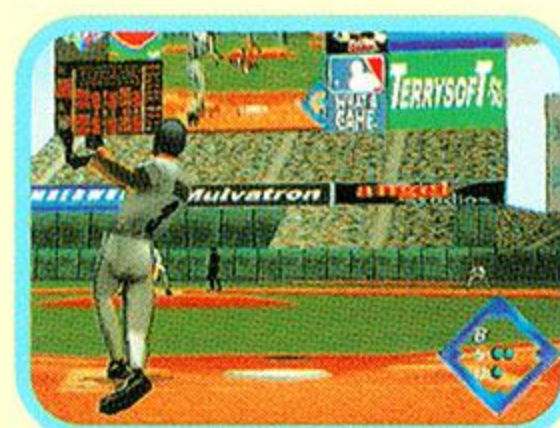
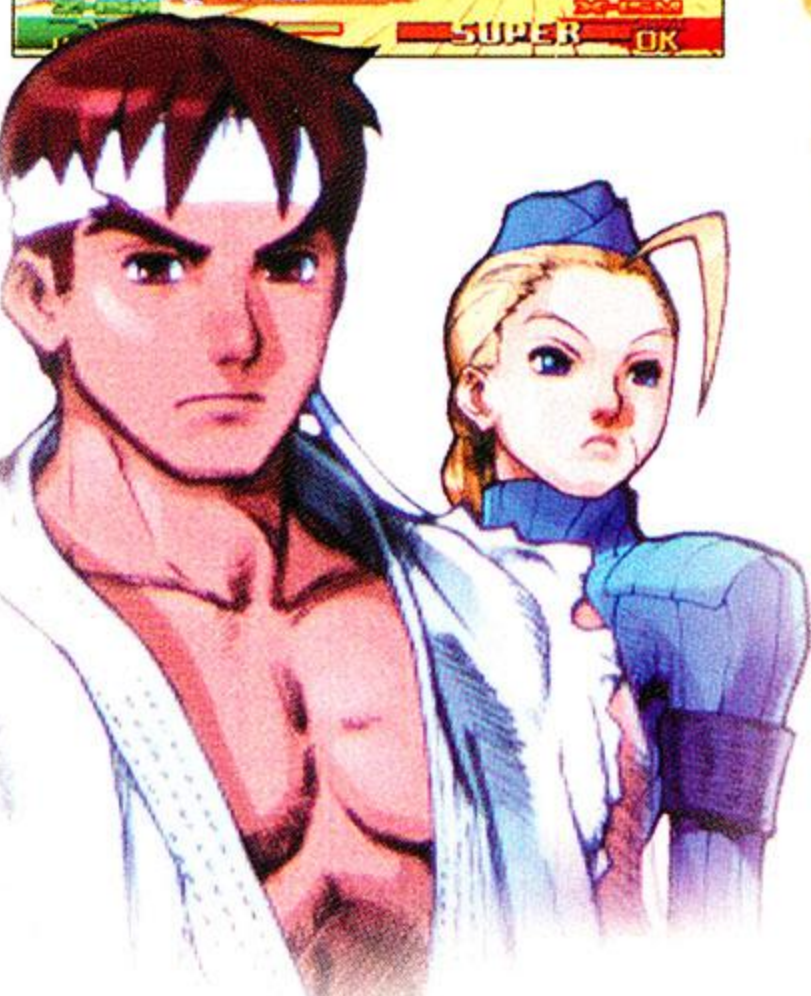


fig. d) SLAM!



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STREET FIGHTER ALPHA 3

PERFECTION

GAME INFORMER



Street Fighter Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the PlayStation game console... featuring all new enhanced modes of play, including 3 fighting styles for every character – plus the skill building, World Tour Mode. Maybe nobody's perfect. But as of today, at least one fighting game is.



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